



Lenny Siol

Matterstockstraße 34
97080 Würzburg, DE
LennySiol.com

Work Experience

Scientific Assistant, JMU Würzburg – Chair V – Socially Interactive Agents

Dec 2021 - Mar 2026

Development of research software and assistive supervision of student projects using Unity, C#, and Python, and the social robots Pepper, Lio, and Reeti.

Scientific Assistant, JMU Würzburg – Chair XVII – Robotics

Dec 2024 - Dec 2025

Assistance in the software and hardware development of a mobile robotic platform for the autonomous supervision of solar panels using ROS 2, C++, Python, and Onshape CAD.

Unity Game Developer Internship, Playconda GmbH

Apr 2021 - Jul 2021

Design and development of in-game features for the mobile game Idle Lemonade Tycoon in an agile team using Unity, C#, and Firebase.

Education

Computer Science (M.Sc., Grade 1.6), JMU Würzburg

Mar 2023 - Mar 2026

Games Engineering (B.Sc., Grade 1.9), JMU Würzburg

Oct 2019 - Mar 2023

Projects (LennySiol.com)

Master's Thesis

Development of a natural language-controlled program for the social robot Lio using ROS 1, C++, and LLMs.

Bachelor's Thesis

Development of organically growing towers for a VR swarm-based tower defense game using Unity, C#, and OpenXR.

Little Light Engine – GameLab 3

Development of a game engine and a narrative game within that engine using C++ and various libraries for rendering, physics, sound, and input handling, including OpenGL, SoLoud, Reactphysics3d, and Assimp.

NarRobot – GameLab 2

Development of a plugin for the integration of the social robot Reeti into the Unity game engine. using Unity, C#, and Java.

Dance Battle – GameLab 1

Development of a 2D RPG, fully controllable with a dance mat, developed in the Unity game engine using Unity, C#, and Aseprite.

Languages

German – Native
English – Fluent

Skills

Experience with game development and robotics projects.

Development of games in the game engines Unity and Godot using C# and GDScript, as well as the development of standalone engines in C++ using OpenGL.

Experience with the Robot Operating System (ROS) 1 and 2 for mapping, navigation, kinematics, and computer vision-related tasks using OpenCV.

Knowledge in Object-Oriented Programming Languages: C#, C++, Python, Java, and project management tools like Scrum and Kanban.

Regular use of version control software for university, work, and private projects, usually Git, GitHub, and GitLab.

Additional Skills: LaTeX, Blender, and experience with command-line interfaces.

Awards

HCI Summer EXPO 2022
Audience Award for
Little Light Engine

HCI Summer EXPO 2022
Audience Award for
NarRobot