

CHRISTIAN MINICH

Germany, Japan | contact.christian.minich@gmail.com | christianminich.com | linkedin.com/in/christian-minich

EDUCATION

MBA Exchange Program, Graduate School of Business Administration

Sep 2025 – Aug 2026

Hitotsubashi University, Japan

Coursework in AI & Business, management, marketing, accounting, and finance, with international and cross-cultural project experience.

M.Sc. in Business Informatics (expected)

Aug 2024 – Nov 2026

University of Osnabrück, Germany

Focus: artificial intelligence, organization and information systems, and accounting and information systems.

B.Sc. in Business Informatics

Oct 2020 – Aug 2024

University of Applied Sciences Osnabrück, Germany

Focus: machine learning, e-business, web technologies, online marketing, and supply chain management.

WORK EXPERIENCE

AI Trainer & Scientific Assistant, Mittelstand-Digital Zentrum

Jul 2023 – Nov 2025

Lingen.Münster.Osnabrück

previously Student Assistant and Research Assistant

- Designed component-based AI software solutions using Python, FastAPI, and Haystack, including RAG applications and secure on-premise deployment of open-weight LLMs with Ollama and vLLM, enabling SMEs to adopt generative AI while retaining control over sensitive data and infrastructure.
- Developed modular computer-vision and object-detection pipelines for NVIDIA Jetson platforms, enabling computer-vision inference directly at the edge; worked in a SLURM-based computing environment and used Claude Code and OpenAI Codex for AI-assisted implementation, debugging, and refactoring across backend services.
- Evaluated cloud, on-premise, and hybrid architectures and delivered executive and practitioner training on infrastructure requirements, costs, risks, and technical limitations, enabling decision-makers to select deployment approaches aligned with organizational needs.

PROJECTS & LEADERSHIP ROLES

Master's Thesis – "Go2 Industrial Navigation: RL, VLA & World Models"

Ongoing

- Designed a simulation-based benchmark for the Unitree Go2 robot to compare alternative training and navigation approaches for an industrial use case using NVIDIA Isaac Sim, Isaac Lab.
- Trained and capability-benchmarked Vision-Language-Action models, PPO-based reinforcement learning, and world models using synthetic-data and controlled-anomaly pipelines, RTX 5090 simulation, and SLURM-managed NVIDIA A100 infrastructure.

Tech Lead – "AI for Science"

Master's Project

- Led a 15-member interdisciplinary team developing a web application that enables researchers to trace, compare, and evaluate findings across multiple academic papers.
- Designed a microservice architecture integrating large language models and knowledge graphs to connect evidence across publications and improve the transparency and traceability of research evaluation.

Tech Lead & Backend Team Manager – "Lingen Liefert"

Bachelor's Project

- Led backend development for a local delivery application across multiple semesters, coordinating a component-based design and technical implementation through a SCRUM-based agile process.

SKILLS

Programming: Python, Java, JavaScript, HTML, CSS, SQL, Node.js

Technical: Machine learning, deep learning, computer vision, SLURM, reinforcement learning (RL), Confluence, Jira, Microsoft Office

Robotics & Simulation: NVIDIA Isaac Sim/Lab

Platforms: Linux, macOS, Windows

Interests: International travel, language learning

ADDITIONAL INFORMATION

Languages: German (native), English (fluent), Japanese (basic), Mandarin (beginner)

Awards & Certifications: DAAD PROMOS Scholarship, Synercube Leadership Certificate