Kende Daniel Rethelyi

Computer science student | Software, AI workflows & team leadership

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Computer science student at KIT building AI tools and interactive software. I combine software development and product decisions with team leadership, AI-assisted workflows and public speaking.

PROJECTS & LEADERSHIP

TrackGuard

Team lead | SchubKI National AI Hackathon | 2026

Led the team and coordinated teammates and multiple AI agents across different tools through a mailbox workflow. The team developed the geometry and fusion for camera-based vehicle localization.

Development result: 17.5 cm position RMSE; 411/460 poses on two same-session development laps. Research prototype; independent-session and deployment validation remain open.

CraftGPT

Author | Java, Fabric, AI generation pipeline

Authored the Minecraft mod, workflow and generation pipeline with AI-assisted implementation. Built an iterative process to improve on raw model output: describe, preview, revise and confirm placement, with local checks and undo.

Status: v1.0.0 experimental prerelease; extensive in-game testing remains open.

GetMeOfThisRock

Team lead | Godot, GDScript | 2026

Developed with Tim Roth and AI assistance. Led coordination and testing, using playtest feedback to align difficulty and art style. Public playable alpha with browser solo play and Windows LAN co-op.

SilenceAI

Ideation, team coordination & presentation | GROW finalist 2025/26

Shaped and presented the sign-language recognition project and coordinated the team. Hand tracking and model training were technical team work. Early recognition prototype; full translation remains an open goal.

OPEN-SOURCE CONTRIBUTIONS

WattSeal. Five merged upstream pull requests to the desktop energy monitor, with AI-assisted implementation: German language support #137, configurable process count #135, remembered close preferences #146, hardware-model tooltips #134 and responsive chart headers #145.

FURTHER PROJECTS

Create: product scope, UX and acceptance criteria for a private local game-remixing pilot with three playable originals; AI-assisted implementation. **A Glass of Water:** Godot browser card game; 1st place, Willigis Game Jam 2025.

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EDUCATION, COMMUNICATION & SKILLS

EDUCATION & SCHOLARSHIPS

B.Sc. Computer Science

Karlsruhe Institute of Technology (KIT) I 2025 - present
Undergraduate studies in Informatik; degree in progress.

Abitur, grade 1.2

Bischöfliches Willigis-Gymnasium, Mainz I 2017 - 2025
Graduated June 2025. German higher education entrance qualification; 1.0 is the highest grade.

KIIS scholarship, since 2025: industry and research mentoring with Schwarz IT and KIT.
Stiftung Wissen+Kompetenzen: scholarship focused on personal development, communication and leadership.

SPEAKING & WORKSHOPS

AI, society & education I Rotary Clubs I 2023 - 2025

Talks for Mainz 50° Nord, Aurea Moguntia, Mainz and Rhein-Selz. Topics included societal change, deepfakes, disinformation and education; the school report documents a joint talk with Jonas Klupsch.

Training data & society, 2025: co-led a school study-day workshop with Jonas Klupsch and Dominik Franz on how training data can influence political bias in AI responses.

RLP School Leadership Conference, 2025: invited speaker on AI in education at the annual conference in Rhineland-Palatinate.

Erasmus+, 2023: English-language workshop on ChatGPT, its possibilities and risks, for an international audience.

SELECTED AWARDS & RESEARCH EXPOSURE

IOI qualification, 2025: top 30 in Germany in the selection process for the International Olympiad in Informatics.
BWINF: 1st prize in round 1 in both 2023/24 and 2024/25; 2nd prize in round 2 in 2023/24.
JWINF, 2024: 1st prize in rounds 1 and 2; 2nd prize in round 3.

2024: CISPA/Max Planck computer science winter camp; BWINF workshop at Deutsche Bundesbank and research camp; internship at GSI, Darmstadt.

SKILLS & LANGUAGES

Programming: Python, C++, Java, Kotlin, TypeScript, JavaScript, GDScript, PHP, SQL, HTML/CSS.
Tools: Godot, Fabric, React, Astro, Jetpack Compose; AI-assisted implementation, iteration and review.
Languages: Hungarian (native); German (fluent, German Abitur); English (fluent, talks and workshops in English).

COMMUNITY

2025/26: PionierGarage; helping establish a Waldjugend nature youth group in Karlsruhe. Previously two terms on the Willigis student council.