



GERMAN MÜHLENBERG

Junior Cloud Developer

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<https://github.com/Deuche-IT>

Leipzig, Germany

EDUCATION

Secondary Education

Euskal-Echea

2001 - 2006

Business Administration

Universidad de Buenos Aires (UBA)

2007 - 2011 (incomplete)

SKILLS

- **Cloud:** AWS (Lambda, Amplify, DynamoDB, Lex, S3, IAM)
- **Languages:** Python
- **Frameworks:** React, Node.js
- **Tools:** Git, GitHub, Amplify CLI, VS Code
- **Databases:** DynamoDB, SQL
- **APIs:** REST, GraphQL

LANGUAGE

- Spanish (mother tongue)
- English (C1)
- German (B2)

PROFIL

Cloud developer in training with a background in professional writing since 2013. Throughout my career, I have worked extensively with WordPress, social media, and digital marketing. Currently transitioning into the IT sector, specializing in AWS-based solutions (Amplify, Lambda, Lex, DynamoDB). I'm eager to join a team where I can combine my technical knowledge with strong communication and content creation skills.

IT-PROJECTS

1. Bucket List Tracker App (amplify-tracker-app)

Developed a full-stack serverless application using React, AWS Amplify, GraphQL (AppSync), DynamoDB, and Cognito for user authentication. Users can register, log in, and manage personalized bucket lists with real-time cloud sync.

[View on GitHub](#)

2. Image Analysis with AWS Rekognition (aws-rekognition)

Created a script that processes and analyzes uploaded images using AWS Rekognition. The project detects objects, faces, and labels for visual content classification. Focused on using the Python SDK (Boto3).

[View on GitHub](#)

3. Hotel Booking Chatbot (hotel-booking-chatbot)

Designed a chatbot for hotel reservations using Amazon Lex, AWS Lambda, and Amazon Translate. The bot supports multilingual input and handles booking intent with dynamic slot fulfillment via Python.

[View on GitHub](#)

4. Text to Audio Converter (text-to-audio)

Developed a simple tool that converts input text into spoken audio using Amazon Polly. Useful for accessibility and content narration. Built with Python and Boto3.

[View on GitHub](#)

5. Code of the Dead (code-of-the-dead)

A 2D zombie shooter built in Python featuring AI enemy behavior, ammo and health systems, and wave-based progression. Demonstrates game logic, real-time state tracking, and custom mechanics.

[View on GitHub](#)

CERTIFICATION

AWS Cloud Practitioner Essentials – AWS Skill Builder – 2025