Marc Frankfurter

FRONTEND DEVELOPER

Profile

Passionate tinkerer. I always like to exchange ideas with my team about technical topics. When programming or designing, the most beautiful thing is to see how the system grows and the individual parts come together.

Experience

Frontend Developer, Scheppach GmbH, Ichenhausen

FEBRUARY 2022 — PRESENT

Flutter:

- **Repair Portal (Web):** Development of a CRUD interface with which assemblers process product returns. The core of the application was an interface in which freely zoomable technical drawings of the device were displayed and corresponding spare parts from the warehouse could be booked in the backend.
- **Warehouse Management System (Android, Web):** Development of an app for warehouse management. Use on scanners with Android for storage, retrieval, clearing, pick lists, etc. and use on PCs for shipping processing.

Blazor:

- **ERP System:** Step-by-step migration of the existing MyFactory ERP to a new interface. Thanks to the Blazor server architecture, database operations can be performed directly on the backend without any detours.

UX Designer, Elektrobit Automotive GmbH, Ulm

AUGUST 2021 — FEBRUARY 2022

Development and conceptualization of user-friendly user interfaces in the automotive sector. Hybrid system **(MIB/Android)** and Amazon Alexa integration. Use of design systems **(Figma, Sketch)**. Support developers via **Git/Jira.**

OER Auxiliary Scientific Worker, Universität Ulm, Ulm

FEBRUARY 2017 — NOVEMBER 2019

Creation and provision of teaching materials diagrams and graphics under Creative Commons license on a student portal of the state of BW.

Intern, Roth & Rau B.V, Eindhoven, Niederlande

JUNE 2014 — SEPTEMBER 2014

Introduction to the marketing, legal and finance departments.

Education

Ba. Medieninformatik, Universität Ulm

2015 — 2021

Ba Thesis: HoloDraw: Bridging the Gap between Constrained 2D and Midair 3D VR Drawing in VRSketchIn++

Grade thesis: 1.3

Study focus: Interactive Systems, Usability Engineering, Web Engineering, User Interface Software Technology

Details

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Germany
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marcfrankfurter@gmail.com

PLACE OF BIRTH
Zweibrücken 13.09.1993

Links

LinkedIn

GitHub

Skills

Flutter / Dart

C#

HTML / CSS / JavaScript

Docker

Git

REST-API

UX (Conception, Design, Prototyping)

Languages

German

Englisch

Hobbies

Music production, Running, Gaming,

Ba. International Business Management, EBC, Stuttgart

2013 — 2014

Abitur, Ganerben Gymnasium, Künzelsau

2005 — 2012

Practical Experience

HoloDraw

Erweiterung von VRSketchIn einem VR Zeichenprogramm um eine dynamische Zeichenebene. Entwicklung mehrer Interaktionsmetaphern in einem User Centered Design Prozess. Entwicklung mittels **Unity (C#)** und einem OptiTrack System.

https://www.youtube.com/watch?v=FHv62W2sMKY

Software Praktikum

Ziel des Projekts war es, kollaborativ eine „LAN-fähige" Umsetzung des Brettspiels Robo Rally zu realisieren. Meine Hauptaufgabe hierbei war das Erstellen einer Game-Engine mittels **Java / JavaFX** und ein Interface zu einem Server zu gewährleisten.

Leap Motion Audio Operator

Konzeption und Entwicklung eines VR Musikstudios für den Leap Motion Hand Tracker. Entwicklung mittels **Unity (C#)** und Leap Motion SDK

https://www.youtube.com/watch?v=pvbJTIJ1cmw

Further Education

Seminary Teammanagement

2012

Study Abroad Malta

2009