

# Lukas Höwarth BSc.

Software Engineer



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## 💻 Professional Experience

### Fullstack Software Engineer

Objectbay

11/2021 – Present | Vienna

## 🎓 Education

### Media Informatics BSc.

University of Vienna

2016 – 2021

## </> Skills

**Proficient:** Kotlin | Java | Spring Boot | TypeScript | Angular | PostgreSQL | Hibernate | Clean Code

**Advanced:** Azure DevOps | Kubernetes | Keycloak | Agile/Scrum | Docker | Flyway

**Basics:** React | Svelte | Flutter | Godot

## 📄 Certificates

Certified Scrum Master

## 🌐 Languages

German — Native

English — C1

## 🎮 Interests

Game Design, Cooking, Japanese (A1)

## Projects

### HR Matching Platform

01/2025 – Present

A modular monolith optimizing HR workflows with dynamic forms and result visualization.

*Kotlin, Spring Boot, Angular, NX, Playwright, Postgres*

### IoT Maintenance App

2024 – 2024

Digital maintenance ecosystem for summer toboggans enabling real-time hardware synchronization.

*Flutter, Bluetooth LE, Keycloak, Kotlin, Spring Boot, IoT*

### Safety Docu Tool

2023 – 2024

Enterprise SaaS for safety documentation featuring schema-based multi-tenancy and automated reporting.

*Kotlin, Spring Boot, Angular, NX, RabbitMQ, Multi-Tenancy, CI/CD, Azure*

### Payment Service

2022 – 2022

Autonomous microservice for managing complex subscription lifecycles and automated billing.

*Kotlin, Ktor, Stripe, Webhooks*

### E-Commerce Arch

2022 – 2022

Strategic migration of a monolithic legacy system into a scalable Micro-Frontend architecture.

*React, Azure Devops*

### Energy Info App

2021 – 2022

Centralized mobile information hub for power plant operations with a dynamic content management system.

*Swift, iOS Native, Java, Spring Boot, Svelte, SSO/VPN*

## ❖ Personal Projects

### Calculation Wall

2025 – 2025

Mobile learning app digitizing the "number wall" concept.

Developed with an educator.

*Godot*

### Fox Game

Interactive 3D autorunner art installation for "Lange Nacht der Museen".

*Godot, Blender*

*"I don't think I've ever made something that I'm totally satisfied with. That feeling of doubt, or wanting to do more, is my engine to move forward and make the next iteration."*

— Masahiro Sakurai