

# Lukas Höwarth

## Software Engineer



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## Professional Experience

**Fullstack Software Engineer,**  
Objectbay [🌐](#)  
11/2021 – Present | Vienna

## Education

**BSc. Media Informatics,** Uni Wien  
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

As a Fullstack Engineer with 4 years of experience, my focus lies within the Kotlin & Spring Boot ecosystem. I view software development as a collaborative process: Sustainable architecture and clean code emerge from shared decisions, mentoring, and a proactive error culture. In my projects, I take responsibility for the entire stack, always pragmatically weighing technical perfection against business value. Privately, I use Game Development (Godot) as a creative contrast to gain new technical perspectives.

## 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*