

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