

Lukas Höwarth BSc.
Software Engineer



- l.hoewarth@gmail.com
- <https://www.l4igi.github.io>
- <https://github.com/L4igi>
- lukas-hoewarth

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