

Nicolas Theodor **FREY**



PROFILE

Passionate about developing software that lasts. Highly skilled in multiple programming languages and paradigms, mostly self-taught. Experienced in backend, frontend, mobile, games, and graphics programming. Quick learner with the ability to manage projects of various sizes and complexity (Diploma thesis, private projects). Proficient in automation (CI/CD in GitHub and Azure DevOps) and testing (TDD, unit, and integration) with a focus on writing readable, maintainable code. Linux enthusiast.

CONTACT DETAILS

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PERSONAL INFORMATION

Citizenship: **Austria**  
Languages: **German** (native),  
**English** (C1)

SKILLS

- C++, C#, Java, Rust, PHP, JavaScript, ABAP
- .NET MAUI, Spring, Laravel, Vue
- Git, Docker, Kubernetes, CI/CD
- Windows, Linux (Debian/Arch)
- Bevy, Unity, Godot
- MySQL, MSSQL
- Communication and team collaboration/lead, Agile + Scrum

EXPERIENCE

- COMPULSORY INTERNSHIP** at *Cookis GmbH, Imst* **08.2024–present**
- ◊ Hired for this internship directly after completing the first one due to strong performance and ability.
  - ◊ Configured a Linux server with GPU-accelerated LLM processing for the company’s new Bakehouse AI.
  - ◊ Implemented a Laravel REST application layer for LLM translation for use in the Bakehouse CMS.
  - ◊ Designed and developed a Vue frontend to interface with Bakehouse AI/translation.
  - ◊ Wrote custom software to render static HTML documentation for Vue in-house components using JSDoc and an in-browser Vue compiler.

- COMPULSORY INTERNSHIP** at *Cookis GmbH, Imst* **08.2023–09.2023**
- ◊ Was offered a full-time job at the company after the internship due to good performance.
  - ◊ Completed customer’s data records using web scraping in PHP.
  - ◊ Programmed a Vue webpage for the visualization of customer locations.
  - ◊ Gained familiarity with the Typo3 CMS framework and in-house add-ons.

EDUCATION

- DIPLOMA IN COMPUTER SCIENCE** | *IT-College, Imst* **2022–2024**
- ◊ Specialized in Software Engineering.
  - ◊ Thesis title: *Let’s Drive: Development of an App for the L-17 License.*
  - ◊ Gained proficiency in C/C++, Java, ABAP, PHP/JS/HTML/CSS. In-depth understanding of network technology concepts.
- HIGH SCHOOL DIPLOMA** | *BORG/BRG, Landeck* **2018–2022**
- ◊ Focus on Digital Arts and Computer Science.
  - ◊ Matura (A-Levels) passed with excellence, 1.3 grade average.

ADDITIONAL EDUCATION

- CS107 – C++ COURSE** | *Stanford University* **2024–present**
- ◊ Advanced C++ programming and memory management.
- ELEMENTS OF AI COURSE** | *University of Helsinki* **2023**
- ◊ Machine Learning and Neural Networks.
- HARVARD CS50 ONLINE COURSE** | *Harvard University* **2022**
- ◊ Introductory software development course.

PROJECTS

- VARCHER** **05.2024–present**
- ◊ Solo project to learn the Vulkan API, multiple renderers, Open-Source on GitHub.
  - ◊ C++, CMake, vcpkg, Vulkan, GLSL.
- LET’S DRIVE APP** **04.2023–present**
- ◊ Team lead for an app for recording journeys during the L-17 driving license (part of the diploma thesis at IT-College, Imst).
  - ◊ .NET MAUI, C#, Firebase API, Android and iOS Development.
- CHESS ENGINE** **12.2022–06.2023**
- ◊ A Java chess application with enemy AI, Open-Source on GitHub.
  - ◊ Java, Swing.