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Corsair GmbH
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Software Developer

Respected Hiring Team, I am excited to apply for the Software Developer position at Corsair GmbH in Munich, following your expansion of the product line with a new series of high-performance gaming keyboards tailored for the European market, featuring advanced RGB customization, launched on July 15, 2025. Your commitment to innovative gaming solutions inspires me, and I am eager to contribute my software development skills to your team.

During my Master's program, focusing on AI, I primarily used Python and Ubuntu as my development environment to develop applications for AI-driven tasks. One notable project involved autonomous navigation of the Turtlebot3 in a selected area, incorporating object detection and avoidance, while also mapping the area and ensuring the robot could return to its origin. This project utilized ROS (Noetic) and Gazebo for virtual testing, with key ROS nodes developed in both C++ and Python. Additionally, I managed a CI/CD pipeline for software testing and validation against key performance indicators (KPIs). Data from these operations was efficiently stored, analyzed, and optimized using MySQL. Parallel to my academic pursuits, during nine months at AVL, I worked on the Adaptive AUTOSAR middleware (Service Oriented Architecture) and developing its applications in C++. These Adaptive Applications were deployed on a custom Real Time Linux Operating System using Yocto project. After this, I continued at AVL for my Master's thesis, where I was tasked with upgrading their legacy FMU Generation Utility (written in C++) from the FMI 2.0 to the FMI 3.0 standard, thereby enhancing the functionality of the existing tool for Co-simulation of automobile parts built in different systems like MATLAB, C++ etc. In my Thesis, I also leveraged Google Protocol Buffers through ASAM OSI for efficient data serialization, streamlining integration of sensor and environmental models in driving simulations, enhancing virtual testing capabilities. At Persystems, I was a Junior C++ Developer, where I developed Virtual TestBench, a Qt Desktop application for simulations of electrical components, leveraging Persystems' proprietary library. My responsibilities included designing the UI/UX in the Qt Creator IDE with C++ to ensure a seamless user experience. I have also implemented the application's logic by connecting UI widgets to custom slots, using Qt's signal-slot mechanism to manage data flow between the UI and the backend operations interfacing with Persystems' testbench library. Additionally, I have built a separate license check application for Virtual TestBench using Qt and C++.

Drawing from my Master's work where I developed AI-driven applications in Python and managed complex projects in C++ at AVL, alongside my current role at Persystems refining simulation software, I am well-positioned to excel as a Software Developer at Corsair GmbH. My hands-on experience with real-time Linux systems using Yocto, coupled with my thesis work on software tool upgrades, demonstrates my capability to handle the full software lifecycle, from development through to maintenance. My proficiency in C++, Python, and SQL, gained through practical projects, aligns perfectly with the technical demands of developing high-performance software for gaming keyboards. Additionally, my familiarity with Linux environments, development tools like JIRA and Git, and CI/CD practices will allow me to swiftly adapt to and contribute to your development infrastructure, enhancing features like RGB customization and performance optimization.

Teamwork has been a cornerstone of my career, driving sustainable solutions through collaboration. I am excited to join your team and contribute immediately.

I would be honored to receive an invitation for an interview.

Yours sincerely
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