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Philip Poloczek

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Education

Berlin, Germany	Technical University of Berlin (BIT)	October 2015
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- Master of Science in Computer Science. GPA: 3.6, German Grade: 1.8

Mannheim, Germany	Cooperative State University Mannheim (DHBW)	September 2013
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- Bachelor of Engineering in Information Technology. GPA: 3.3, German Grade: 1.9

Relevant Courses

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| <ul style="list-style-type: none">• Distributed Systems• Enterprise Computing• Managing Complex IT Systems | <ul style="list-style-type: none">• Embedded Operating Systems• Mobile Services• Strategic Employee Development |
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Experience

Full Stack Developer	Talentwunder GmbH	October 2014 – Present
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Tech Employee number two

- Rebuilt Java Server Pages frontend as Single Page Application using React
- Revised script-based manual data processing pipeline as automatable stream-based process using AWS SQS, Kinesis and EMR
- Evaluated and integrated DMBSs (HBase, Cassandra, MongoDB and Redis) for specialized tasks

Cooperative Student & Working Student	German Aerospace Center (DLR)	Sep. 2010 – Sep. 2013
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Department Spacecrafts in Göttingen, Germany and Engine Acoustics in Berlin, Germany

- Extended a measurement evaluation DSL and corresponding interpreter with the ability to calculate aerodynamic specific quantities
- Enabled real time collaborative features in an Eclipse RCP based DSL editor
- Improved code quality of engine acoustics simulations by mentoring team of programming physicists in Continues Integration, Test Driven Development and Agile Project Management

Skills

- Programming Languages: Javascript, Java, Groovy, Scala, C, C++, C#, Bash, Python, Go, SQL, HTML, CSS, Ruby, Lua
- Technologies: Big Data Analytics, Cloud Infrastructure, Networking, NoSQL, Relational Databases

Projects

- **Aves** (<http://getaves.com/>) Setup free web Text-to-Speech solution written in Node.js using React, DynamoDB, Polly, API Gateway and Lambda
- **papr** (<https://github.com/Pczek/papr>) Paper calendar generator written in Python using Cairo and Pango
- **Ludum Dare 31 Entry NPSS2014** (<https://github.com/Pczek/NPPS2014>) Nuclear Power Plant Simulator game made on my own in 48 hours from scratch during the Ludum Dare video game development competition