

# MARCEL OCHSENDORF



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### **SKILLS**

- C# | PYTHON | C++
- **EMBEDDED LINUX**
- SQL | NOSQL
- **UNITY ENGINE**
- HANSOFT | SCRUM
- LXC | DOCKER
- GIT | CI | CD
- IOT | QT | GTK
- EMBEDDED SYSTEM
- WEBDEVELOPMENT
- RAPID PROTOYPING
- ROS



# **EDUCATION**

- Ter-Meer Realschule [secondary school] 0
- 2006 2012
- Berufskolleg Uerdingen 2012 - 2014 [college entrance qualification]
- Games-Academy GmbH 2014-2016 [professional training] Game Programmer GA
- FH Aachen University 2016 - 2021 [bachelor of science] Computer Science



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# PROFESSIONAL EXPERIENCE

**Heinrich Automation** Q

PLC SW Development | Internship

**SINCE AUGUST 2020** 

0 **ProDevMo** 

HW SW Rapid Protoyping | Founder

**SINCE JANUARY 2018** 

**MARCH 2016 -**

**JANUARY 2020 -**

**AUGUST 2020** 

FH Aachen FB8

SW Development | Student Assistant

Team Size 8

**AUGUST 2021** 

Q **Gutenberg Health Hub** HW Development | Freelancer

Team Size 3

IMechE RailwayChallenge SEPTEMBER 2019 -Teamlead SW Development

IMechE RailwayChallengeSEPTEMBER 2018 -

Teamlead SW Development

**SEPTEMBER 2019** 

**SEPTEMBER 2020** 

Team Size 12

Team Size 14

**UKSH Innovation HUB** 

R&D | System Engineer

Team Size 12

SEPTEMBER 2017 -**DECEMBER 2018** 

Q DeepSilver GamesLab

Q&A | Freelancer

SEPTEMBER 2016 -**NOVEMBER 2016** 

DeepSilver GamesLab

Q&A | Freelancer

R+W DATA GMBH

Web Development | Internship

**APRIL 2016 -**

**MAY 2016** 

MAY 2010 -

**JUNE 2010** 

#### LANGUAGES

GERMAN

ENGLISH



### **PORTRAIT**



Krugenofen 15 52066 Aachen, Germany



11.09.1995 Krefeld, Germany



Driver Licence B



single | childless