Maximilian Funk

Software Engineer (Android & Frontend)

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- 🚩 German
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- 🔗 https://portfolio-maximilian-funk.vercel.app/

🎓 Education

Bachelor in Electrical Engineering
OTH Regensburg, Technical University of Applied Science
10/2012 – 08/2017
Regensburg, Germany
Major: Telecommunications

🧠 Other Skills

Mobile
Kotlin, Java, Android Studio, Jetpack Compose, Android SDK, Gradle, Coroutines, Flow, Room, Hilt/Dagger, Retrofit

Web
React, TypeScript, JavaScript, Next.js, Tailwind CSS, Node.js, HTML/CSS, Jest

Tools & DevOps
Git, GitHub, Jira, Figma, Firebase, Vercel

General/Embedded
C/C++, Python, SQL, Matlab/Simulink

👤 Personal Profile

Passionate Android Developer with a strong command of Frontend technologies. Deeply experienced in crafting intuitive mobile applications using Kotlin, Coroutines, and Jetpack Compose, with proven ability to extend functionality to the web using React and TypeScript. A proactive problem solver who combines technical depth in mobile architecture with the flexibility to build responsive, cross-platform interfaces.

💼 Work Experience

Logitech ↗
Android developer
01/2022 – Present | Malmö, Sweden
- Engineered core features for "Logi Tune," a native Android application for desk and room booking, utilizing Kotlin, Jetpack Compose, and MVVM architecture.
- Developed the native Android firmware running on 'Logi Dock Flex' hardware, enabling real-time device-to-cloud synchronization and instant desk availability status updates.
- Modernized the app architecture by implementing Coroutines and Flow for asynchronous operations, and integrated Room and Retrofit for robust offline-first data handling.
- Built a shared interactive map component using React and TypeScript, successfully integrating the feature across the mobile app, embedded hardware, and customer web portal.

Self-Employed
Android Developer
09/2021 – 12/2021 | Remote
- Independently designed and developed a comprehensive Android application to streamline internal logistics processes and effectively visualize employee working hours.
- Successfully published to Google Play Store, currently serving ~80 active users ensuring high stability and uptime.
- Utilized a diverse tech stack, including SQL, PHP, HTML, OkHttp, MySQL and Kotlin to deliver a robust and user-friendly mobile solution.

ALTEN SVERIGE AB
Software engineer at BorgWarner
03/2021 – 01/2022 | Landskrona, Sweden
- Developed innovative application and control software for next-generation all-wheel drive systems using Matlab/Simulink and Stateflow.
- Conducted thorough unit testing using Model-in-the-Loop (MIL) and Software-in-the-Loop (SIL) frameworks with TPT.
- Analyzed vehicle data and fine-tune vehicle model parameters to enhance system performance.

Neumüller Ingenieurbüro GmbH
Software engineer at Vitesco Technologies former Continental Automotive
05/2019 – 02/2021 | Regensburg, Germany
- Developed custom software solutions for the ComStack, focusing on engine and drivetrain ECUs.
- Created tools for software generation using Python.

Bertrandt Ingenieurbüro GmbH
Software Engineer
09/2017 – 04/2019 | Regensburg, Germany
- Developed functions for ADAS with ADTF, QT in C/C++
- Created first concepts and use cases for an autonomous driving project
- Inverter software defect ticket analysis on the testbench with CANape and Inca

📁 Projects

Betting Game Android App - TippTime
Collaborative Side Project
06/2019 – 05/2022

- Architected and developed a full-stack betting application, building both the native Android client and the backend infrastructure from scratch.
- Engineered serverless cloud functions using TypeScript to handle game logic and manage real-time data updates in Google Firestore.

WhatsApp AI Chat Bot
Personal Project
Developed an AI Chat Bot that is triggered by certain keywords to translate messages

🏠 Social Endeavours

Formula Student Regensburg
Team Captain Electronics
10/2012 – 08/2015
Regensburg, Germany

- Designed and developed a wiring harness.
- Crafted custom ECUs utilizing self-written software in C.
- Engaged in various events, showcasing and explaining our concept to judges.

🌐 Languages

German — Native/Bilingual

English — Fluent

Swedish — Conversational

🎻 Interests

Hobby
Long distance running, Triathlon, Hyrox

⭐ Internships

Working student
Bertrandt Ingenieurbüro GmbH
03/2017 – 08/2017 | Regensburg, Germany
Created a graphical interface in QT with C++ for parameter tuning of an Advanced Driver Assistance System

Bachelor Thesis - Frontend development of a dynamic signal manager for a Car2Backend-Gateway via MQTT
Bertrandt Ingenieurbüro GmbH
10/2016 – 02/2017 | Regensburg, Germany
Created a Web Frontend to display Live car data dynamically with HTML, PHP, CSS and JavaScript. Including work on the Backend with MQTT and a MySQL database.

Working Student
Continental Automotive GmbH
04/2016 – 09/2016 | Regensburg, Germany
Created and developed PCBs for measurement systems for engine ECUs

Internship semester
Innofas GmbH
10/2015 – 02/2016 | Ingolstadt, Germany
Implemented new measurement systems for wireless charging electrical vehicles to the test environment UI using CANoe

Working student
Continental Automotive GmbH
06/2014 – 06/2015 | Regensburg, Germany
Hardware development for engine ECUs and supported test equipment

📜 Certificates

- React Basics ⬈
- Advanced React ⬈
- Typescript in React: Get started ⬈
- Version Control ⬈
- Programming Fundamentals in Kotlin ⬈
- Introduction to Android Mobile Application Development ⬈