

# Felix Breuer



## Contact

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23/05/1994

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## Programming Languages

JavaScript, Python, C#  
Golang, TypeScript  
C, Java, C++

## Technologies

React, Next.js  
Svelte, Angular  
Npm, .NET, WPF  
Docker, Git, Unix  
NodeJS, Webpack  
GraphQL, RxJS  
MongoDB, SQL

## Hobbies

Bouldering  
Squash  
Calisthenics  
Guitar

## Experience

current	<b>inovex</b> <i>IT-Engineering and Operations</i>	Cologne, Germany
2019	<b>Gipfelstürmer-Kommunikation</b> <i>Software Engineer</i> Working as a Full-Stack Developer and DevOps Engineer.	Cologne, Germany
2017–2018	<b>Dieter Richrath Elektronik</b> <i>Software Engineer</i> Part time job while studying to gain first programming experience in real projects.	Cologne, Germany
2013–2016	<b>Schwarze-Robitec</b> <i>Trainee / Mechatronic</i> Finished my apprenticeship in Mechatronics. Worked as an electrician, building and fixing machines on fittings.	Cologne, Germany
2010–2013	<b>Temporary Jobs</b> <i>High School</i> Trainee at Lanxess (System Engineer), Temporary worker at REWE	Cologne, Germany

## Education

since 2017	<b>Bachelor of Science</b> in Computer Science & Engineering	Technical University of Cologne
2013–2016	<b>Apprenticeship</b> in Mechatronics	Hans-Böckler-Berufskolleg Cologne
2013	<b>GCE A-levels</b> higher Education entrance Qualification	Nicolaus-Cusanus-Gymnasium

## Projects

2019	<b>Brand Observer</b> Modern web application which analyses advertisement data of customers business competitors. The technology stack is Angular for the frontend, NodeJS and Python in the backend, GraphQL for client-server communication and MongoDB for data storage. The backend is a fully dockerized microservice architecture.	Gipfelstürmer-Kommunikation
04/2019	<b>BrainTrain</b> E-learning website where users can create their own card index boxes for studying. This is an university web application project written in Golang with CouchDB as data storage.	Technical University of Cologne
02/2019	<b>InstaPy GUI</b> A user interface made with PreactJS and written in NodeJS / Python in the backend for an Instagram automation tool. This project also tracks data into an InfluxDB and uses Grafana for visualization. The main purpose was to learn about dynamically generating a GUI and setting up a dockerized environment which is optimized for development.	Open Source
10/2018	<b>Automation Tool</b> This tool is a browsergame automation project. It is written TypeScript in the backend and PreactJS for the web view. The server uses the websites API to control the game. Reverse engineering the API and wrap it into a reusable library is the key of this project.	Open Source
06/2018	<b>Web Scraping</b> A browsergame automation tool written in Python with Selenium. This CLI program is controlling a game via scraping a highly reactive website.	Open Source

2018

**Microcontroller Remote Control**

Dieter Richrath Elektronik

Windows desktop application which controls a steam distillation system. It is written in C# with .NET Framework and WPF for the user interface.