Nicolá Michel Henry **Riedmann**

BSc Computer Science

Personal Info

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Web & Git

unseenwizzard.github.io

github.com
/UnseenWizzard

Skills

Agile practices
(esp. Scrum)
Communication

Software Architecture
Clean Code

Java
Spring
Python
C++

Maven
Git

Jenkins
Gitlab (CI)
Puppet
Nexus Repository

Languages

German
Native Speaker
English
Proficient
French
Basics

Experience

2018- **Software Architect** incubedIT
Software Architect in an Agile team. One of two software architects at the company.

2016-'18 **Software Engineer Robotics** incubedIT
Java and C++ software development and design. Work on both business logic and robot control logic frameworks and software.
24h/week part-time during master's studies.

Education

2016- X **Master's Degree in Computer Science**
unfinished TU Graz
Interrupted to focus on Software Architecture in practice. Notable elective course AI and Robotics

2013-'16 **Bachelor's Degree in Computer Science** TU Graz
Notable subjects: C/C++ and Java Programming, Design and Development of Large Systems, Object Oriented Design.

2011- X **Teaching Studies, English & Computer Science**
unfinished University of Innsbruck
2011-'13 studied Teaching at University of Innsbruck, focus on English and basic Computer Science classes. Decision to focus solely on CS and transfer to TU Graz in 2013.

2010 **Scientific Secondary Education.** BRG Reithmann, Innsbruck, Austria

Certifications

2018 **iSAQB® Certified Professional for Software Architecture - Foundation Level**
Attended Software Architecture training seminar and obtained iSAQB certification

Voluntary Work

Referee at RoboCup Junior RoboCup Junior Austrian Open
2016 Innsbruck, 2018 Linz

2018 **Company tours for robotics summer camp** incubedIT, TU Graz, Kinderbüro Graz
Two afternoons of presenting incubedIT and work as a software developer to childen participating a robotics summer camp

2017-'18 **TUGraz Robotics-Challenge and Open Lab Days** TU Graz
Supervision of the TUGraz Robotics-Challenge event for Bachelor students, as well as related Open Lab Days.

2015-'16 **TUGraz Robotics Club Volunteer** TU Graz
Volunteer work mentoring school children on robotics projects with the Lego Mindstorms platform.

Research Projects

2017 **Cognitive Agent** TU Graz
Research project to evaluate possible methods, frameworks and tools to realize a cognitive agent able to act independently on unspecific commands like ”Go to the robotics lab”. Groundwork for a potential realization of such an agent in the future.

2016 **Bachelor's Thesis: "A Semantic Map Implementation for a Long-Term Autonomous Robot** TU Graz
Research, Design and Implementation of a Semantic Map for a robot system using ROS and OpenPRS (Procedural Reasoning).

Development Projects

2016 **Refactoring of incubedIT State Machine implementation** incubedIT
Major refactoring and reworking of the State Machine implementation used at incubedIT, including usability improvments ranging from API improvements, implementation of a fluent API to a grahpical statemachine display and debugging tool, allowing to remotely view and influence a statemachine executed on a robotic shuttle.

2016 **Daily Meds - Android App** Personal Project
Design and Development of an app for management and reminders of medication.

2016 **Simple Tomato - Android App** Personal Project
Design and Development of a Pomodoro technique productivity timer for Android

2014-’15 **Character Generator for Pen&Paper Roleplaying Game** Personal Project
Design and Development of a multiplatform character generator and viewer for the P&P Game Shadowrun.
Done using Java as a personal project started in 2014.

2015 **Multiplayer Game Project** TU Graz
Design and Development of a simple game with editor including user login, highscores and sharing and recommending user created games.
Done using Java and SQL with three peers during the winterterm 2014/15.

2014 **Boardgame Engine and Editor Project** TU Graz
Design and Development of an Editor and Engine for creating and playing simple digital boardgames.
Done using Java with two peers during the summerterm 2014.

2013 **Android Robotics Project** University of Innsbruck
Creation of software for a robot platform using an Android smartphone and IOIOBoard. Optical self-localization in a given arena and ”hunting” a coloured object using the smartphone camera and OpenCV.
Developed with two peers during the summerterm 2013.