



Nicolá Michel Henry Riedmann

BSc Computer Science

Experience

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

Education

- 2016 - **Master's Degree in Computer Science** TU Graz
Ongoing studies, elective courses Robotics & AI
- 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.
Thesis: "A Semantic Map Implementation for a Long-Term Autonomous Robot". Research, Design and Implementation of a Semantic Map for a robot system using ROS and OpenPRS (Procedural Reasoning).
- 2011 - X **Teaching Studies, English & Computer Science unfinished** University of Innsbruck
Since 2011 studied Teaching at University of Innsbruck, focus on English and basic Computer Science classes. In 2013 decision to focus on Computer Science and switch to a CS B.Sc., moved and transferred to TU Graz in summer of 2013.
- 2010 **Scientific Secondary Education.** BRG Reithmann, Innsbruck, Austria
Scientific Secondary School.
Main subjects: Mathematics, English, Geometrical/Technical Drawing, History, Computer Science.

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 children 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.

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/C++

Maven
Git

Jenkins
Gitlab (CI)
Puppet
Nexus Repository

Languages

German
Native Speaker
English
Proficient
French
Basics

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.

Development Projects

- 2016 **Refactoring of incubedIT State Machine implementation** incubedIT
Major refactoring and reworking of the State Machine implementation used at incubedIT, including usability improvements ranging from API improvements, implementation of a fluent API to a graphical 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.*