



Nico Riedmann

BSc Computer Science

Interested in smart systems and the interactions
between smart people needed to create them

Personal Info

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Graz, Austria

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Web & Git

riedmann.dev

[github.com](https://github.com/UnseenWizzard)
/UnseenWizzard

Skills

Agile practices
Communication

Software Architecture
Clean Code

Java
Spring
Python
C++

Kubernetes
Docker

Gradle
Maven
Git

Jenkins
Gitlab (CI)

Languages

German
Native Speaker
English
Proficient
French
Basics

Passionate about



Smart Systems

I'm deeply interested in classical and modern AI methods, and generally in systems behaving *intelligently*

Robotics @ incubedIT & university, game ideas to explore AI techniques



Agile Software Development

Getting to be a part of adopting and figuring out Agile at incubedIT and seeing it at scale at Dynatrace, both general Agile principles and the practices of creating software that allows for being agile fascinate me



Education

Sharing knowledge has been a common theme from my civilian service, through my studies to my work and personal projects

Mentoring, Tech Articles, RoboCup Junior Referee

Experience

since

05.2020

Team Lead

Dynatrace

Leading a newly created development team focused on services simplifying Support for customers and internal users.

Additionally focused on Agile development practices and company culture across teams.

since

10.2019

Software Engineer

Dynatrace

Java software development for in Dynatrace's new Digital Business Lab in Graz.

07.2016 -

10.2019

Software Engineer Robotics

incubedIT

Java and C++ software development and design in an Agile team. Work on both business logic and robot control logic frameworks and software.

Focusing on Software Architecture from late 2018-2019.

Education

2018

iSAQB® Certified Professional for Software Architecture - Foundation Level

Attended Software Architecture training seminar and obtained iSAQB certification

2013-'18

Bachelor's Degree in Computer Science & unfinished Master's

TU Graz

Notable subjects: C/C++ and Java Programming, Design and Development of Large Systems, OO Design, AI, Robotics.

Master's interrupted to focus on Software Architecture in practice at incubedIT.

But wait.. there's more! at riedmann.dev

If you're interested in learning what I do for fun, take a look at my website on which I list my private projects and voluntary work!