



Nicolá Michel Henry Riedmann

BSc Computer Science

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** TU Graz
unfinished
Interrupted to focus on Software Architecture in practice. Notable elective course 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.
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** University of Innsbruck
unfinished
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.*