

# DANIEL TISCHNER

Software Engineer, 30



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Zabuzard

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## Profile

- **9 years** of professional programming experience, 13 in total
- **Master in Java**, expert in C++ and intermediate Fullstack knowledge
- **Math enthusiast** with large background in theoretical CS and analysis
- **Passionate teacher**, top user on *StackOverflow*, top helper on *Together Java*
- **Strong academic background** with focus on algorithm development and analysis

## Experience (4 of 6)

Jan 2022 -  
Present

### Kotlin Backend Engineer (Senior)

MediaMarktSaturn, full remote

Kotlin 1.7 Java 17 REST Spring Mongo Maven DDD Pact Swagger  
Resilience4J WireMock Sonar GCP GH Actions Flagger Istio Docker

- Development and operation of a high load REST-API serving over 6 million customers per day in the consumer electronics retail sector
- Maintainer of CI/CD, mostly consisting of GCP and GH Actions
- Expert and ambassador for consumer-driven contract testing with Pact
- Recruitment - CVs, interviews, test reviews, onboarding, mentoring

Sep 2021 -  
Dec 2021

### Java Programmer (Senior)

Q2WEB, Germany

Java 11 JBoss Drools Apache Camel Apache Kafka SQL PostgreSQL  
Oracle DB REST SOA Maven Jenkins Redmine Mantis ISO 9001

- Development of custom software and services, as well as consulting for international clients in the telecommunication sector
- Drool-rules based assistant software for planning network changes, such as which antennas have to be changed for rolling out 5G
- Maintenance and enhancement of old services revolving around serving and synchronizing data from several client databases

Nov 2018 -  
Aug 2021

### C++ Programmer (Intermediate)

Ubisoft Düsseldorf, Germany

C++20 C++17 C++14 C++11 SQL Boost WinAPI REST AWS  
protobuf Selenium CMake Jenkins Jira Scrum

- Expert on all game download and upload topics in the companies game launcher (*Ubisoft Connect/Upplay*), including
  - command-line tool to upload games
  - revamping the patching system (based on *FastCDC*)
  - integrating a new progressive download technology
  - tools for savegame management and migration
- Technical consultant for Selenium based automation tests
- Contact for partners for technical questions (Google, Amazon, Tencent, Epic Games, Denuvo)
- Recruitment - CVs, interviews, test reviews, onboarding, mentoring
- Attending various leadership trainings and leading small teams

Nov 2014 -  
Dec 2015

### Owner & Full Stack Developer

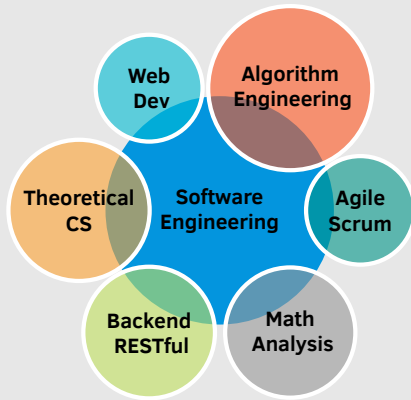
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PHP HTML JS jQuery PHP-Fusion SQL C++11 SQF Photoshop  
Sony Vegas Audacity

- Web development, performance improvement, development of automated web-integrated management software to ease workflow of all members
- Human resource management, project management, mediator
- Development of modifications for ArmA 3, creation of 2D artwork and video editing

# Skills

## Overview



## Programming

Java

C++ • Kotlin

SQL • HTML • JavaScript • CSS

C# • Python • PHP

C • Lua • ActionScript • Perl

# Languages



## Education

2016 - 2018 **M. Sc., Computer Science**

[University of Freiburg, Germany](#)

2012 - 2016 **B. Sc., Computer Science (GPA: 1.9)**

[University of Freiburg, Germany](#)

## Awards

Jan 2017

**SV-COMP 2017: Gold in Overall**

[ETAPS/SV-COMP](#)

- Yearly international competition on Software Verification, comparing state-of-the-art tools with respect to effectiveness and efficiency.

Oct 2016

**RERS Challenge 2016: Gold in Overall**

[RERS / ISO LA'16](#)

- Challenges revolving around unsolved problems on the topic of Source Code Analysis, model-based testing and test-based modeling. Directly contributing to global research.

## Publications

Sep 2018

**Multi-Modal Route Planning in Road and Transit Networks**

[Preprint arXiv](#)

Mar 2017

**Minimization of Visibly Pushdown Automata Using Partial Max-SAT**

[TACAS 2017/Springer](#)

Mar 2016

**Minimization of Büchi Automata using Fair Simulation**

[Preprint arXiv](#)

## Projects (11 of 61)

Sep 2021 -  
Present

**TJ-Bot**

[github/TJ-Bot](#)

Java 17 JDA Discord Gradle JUnit Mockito SonarQube Spotless  
SQLite Flyway jOOQ Log4j 2 SLF4J jib docker Hetzner Kanban

- Leading and administrating the development of a community Discord-Bot
- Creation and development of the underlying system and main architecture, as well as being the main contributor for command and logic programming
- Setup and maintenance of the CI/CD pipelines

Jul 2020 -  
Aug 2020

**FastCDC4J**

[github/FastCDC4J](#)

Java 14 Maven gnuplot

- Highly customizable implementation of a state-of-the-art solution for data deduplication and patching

Nov 2019 -  
Nov 2019

**Maglev**

[github/Maglev](#)

Java 9 Maven

- Sophisticated and customizable library for solving various shortest path problems using *Module-Dijkstra*, *ALT* and *A\**

# Technologies

## Java • Kotlin

Gson, Jackson, Selenium, JSoup, HttpComponents, Swing, JBoss Drools, JUnit, Mockito, Pact, Resilience4J, Logback, SLF4J, Log4j, JNI, JNA, JMH, JProfiler, JDBC, Hibernate, OneBusAway, Osm4j, Tomcat, Camel, Kafka, JDA, Apache Commons, Guava, protobuf, fastutil, Trove, Google Collections, Eclipse Collections

## Spring

Boot, Framework, Data, Security, Session, Batch, Web Flow, Web Services, Reactor, WebFlux, Cloud, Actuator, Hystrix

## Frontend

AngularJS, Knockout, jQuery, Thymeleaf, Leaflet, PHP-Fusion

## C++ • C#

Boost, WinAPI, VSProfiler, Qt, XNA, MonoGame

## Databases

MySQL, SQLite, InfluxDB, NoSQL, H2, MariaDB, PostgreSQL, Oracle DB, Flyway, jOOQ, Mongo

## Networking

TCP, UDP, HTTP, HTTPS, FTP, AWS, REST, Swagger, JSON, protobuf

## IDEs

IntelliJ, Eclipse, Visual Studio, VSC

## Versioning

Git, SVN, Perforce, GitHub, GitLab, GitKraken, SourceTree, P4Merge, WinMerge

## Build Management

Maven, Gradle, CMake, Conan, Ant, GCP, GH Actions, Jenkins, docker, Kubernetes, Flagger, Istio, jib, SonarQube, Resharper, Checkstyle, Spotless

## Organization

GitLab Issues, Jira, Confluence, Redmine, Mantis, Toggl, Grafana, Kibana, SmartRecruiters, KeePass, ISO 9001

## Communication

Slack, Discord, MS Teams, MS Outlook

## Image • Video

Photoshop, Gimp, OBS Studio, Sony Vegas, Audacity

Apr 2018 -  
Aug 2018

### Cobweb

[github/Cobweb](#)

Java 9 Gson JUnit REST JDBC SQLite Logback SLF4J  
Apache Commons Ant AJAX jQuery Leaflet

- Development of a backend for a multi-modal journey-planner
- Research, implementation, optimization and benchmarking of shortest path algorithms
- Processing OSM, GTFS and real-time data on huge traffic-networks

Dez 2015 -  
Oct 2017

### Ultimate

[github/Ultime](#)

Java 8 JUnit gnuplot Jenkins SonarQube

- Development, implementation, analysis and benchmarking of algorithms to generate random finite word, infinite word, nested word and tree automata (FA, NWA, TA) and also algorithms to minimize them

Apr 2016 -  
Oct 2017

### Sparkle

[github/Sparkle](#)

Java 8 Selenium

- Creation of a robust Selenium driven API for a browser embedded MMORPG which uses web-crawling mechanisms

Mar 2017 -  
Oct 2017

### BeedleBot

[github/BeedleBot](#)

Java 8 Selenium jQuery Local Storage HTML CSS

- Implementation of semi-automatic Selenium bot that trades items in a browser embedded MMORPG with other players and a frontend injected into the game to monitor the bots state and health

Oct 2016 -  
Jul 2017

### LexiSearch

[github/LexiSearch](#)

Java 8 JUnit JavaScript Python 3 Checkstyle REST gnuplot

- Information Retrieval library based on *inverted indices*, *q-grams* and *BM-25 ranking*
- Server offering a search engine as REST API with a light frontend consuming it

Jun 2016 -  
Apr 2017

### Mem-Eater-Bug

[github/Mem-Eater-Bug](#)

Java 8 JNI JNA WinAPI Attach API

- Providing an API which is capable of hooking onto other processes in order to provide memory manipulation methods and the possibility to inject foreign code

Aug 2016 -  
Aug 2016

### DiceCounter

[github/DiceCounter](#)

Lua Blender Photoshop Tabletop Simulator API Steam Workshop

- Tabletop Simulator mod that counts and displays pip frequencies of dices inside a custom box

Apr 2014 -  
Feb 2015

### Antigen

[github/Antigen](#)

C# XNA MonoGame Nuclex C5 Scrum

- Draft and design of an idea for a real time strategy game, creation of a detailed game design document
- Implementation of the game, primarily its logic and fast collision detection solutions