

Adrian Busse

SOFTWARE DEVELOPER - COMPUTER SCIENCE B.Sc. - AALEN UNIVERSITY

☎ +49 160 4483416 | ✉ adrian.busse@icloud.com | 🏠 www.adrianmxb.com | 🌐 adrianmxb | in adrian-busse

Skills

Programming Languages	Type- & JavaScript, Go, Python
Backend	Node.js, Nest.js, WebSockets, GraphQL
Frontend	React, React Native
Database	MongoDB, MySQL, PostgreSQL, Redis
Cloud & DevOps	Docker, Kubernetes, Github Actions, Knative, Camel K, Tekton
Languages	Deutsch, Englisch

Work

🏢 FNT Software

Ellwangen, Deutschland

SOFTWARE DEVELOPER - PRACTICAL SEMESTER, WORKING STUDENT & BACHELOR'S THESIS

Sep. 2020 - present

Used technologies: Docker, Kubernetes, Knative, Camel K, Tekton, Node.js, React, Java, PostgreSQL, ActiveMQ

- Bachelor thesis: Evaluation of techniques for the integration of new functions into a microservice architecture at runtime
- Implementation of an integration between the component database FNT Command and Atlassian's JIRA
- Development of a sidecar-microservice to extend functionality besides the standard development for the process management solution FNT ProcessCenter in order to simplify the creation of demo use cases by presales consultants
- Preparing and coding end-to-end use cases for FNT ServiceEngine and the business intelligence solution FNT Analytics, enabling further customer demonstrations to be carried out

🏫 Institute for Materials Research at Aalen University

Aalen, Germany

STUDENT ASSISTANT AS SOFTWARE DEVELOPER

Mar. 2019 - Jul. 2019

Used technologies: C#, Python

- Development of a real-time graphical battery cell analysis application using a TCP bridge between C# and the TensorFlow model in Python
- Programming of a proof-of-concept application for the control of ZEISS Axio Imager light microscopes

👤 Entrepreneurial & Freelance work

Heidenheim, Germany

SOFTWARE DEVELOPER

Mar. 2017 - present

Used technologies: Type- & JavaScript, Node.js, Go, React, C++, Python, React Native, Docker, Kubernetes, MongoDB, PostgreSQL, Redis

- Conception and development of a cloud-native game server hosting platform together with another co-founder
- Collaborated with marketing management and computer science students to develop a business model for a city app that aims to stimulate and digitize local retail in the city of Heidenheim. Subsequent prototypical implementation and pitch in front of city councils to convince them of the opportunities and possibilities of such an app
- Design, development and distribution of software and offering programming services in relevant game modding forums

Education

Aalen University

Aalen, Germany

COMPUTER SCIENCE B.Sc. FOCUSED ON SOFTWARE ENGINEERING

Sep. 2018 - Mar. 2022

☁ Cloud & Distributed Computing:

Used technologies: React, Go, MongoDB, MySQL, Docker, Kubernetes, GCP, Terraform

Development of a news and paper trading application for cryptocurrencies

🎮 Game Development:

Used technologies: Unity, C#, Aseprite, GitHub Actions

Programming of a Jump&Run game with a similar look and feel as *Celeste*

📱 Mobile- und Embedded Development:

Used technologies: Flutter, Node.js, Prisma, PostgreSQL, GraphQL, Docker, Python

Development and implementation of a table management system for restaurants and a hardware prototype based on a Raspberry PI Zero

📖 Elective Project:

Used technologies: Flutter, Node.js, Prisma, PostgreSQL, GraphQL, Docker, Aseprite

Conception and coding of a cross-platform mobile application for learning new hobbies and habits in a playful way

More

📦 go-socket.io Library (★: ~4.3k Stargazers)

github.com/googollee/go-socket.io

MAINTAINER

Feb. 2020 - Aug. 2020

- Classification and management of incoming issues from the community and fixing of bugs
- Combination of the go-socket.io and go-engine.io projects into a single project