Adrian **Busse**

Software Developer - Computer Science B.Sc. - Hochschule Aalen

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Skills

Programmiersprachen	Type-&JavaScript, Go, Java, Python
Backend	Express.js, Nest.js, WebSockets, GraphQL, Knative
Frontend	React, React Native
Datenbanken	MongoDB, MySQL, PostgreSQL, Redis
DevOps	Docker, Kubernetes, Github Actions
Sprachen	Deutsch, Englisch

Work

▦ FNT Software
Ellwangen, Deutschland

Software Developer - Partical semester, Working student & Bachelor's thesis
Sep. 2020 - heute

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

- Bachelor thesis: Development and integration of a platform for the deployment of serverless functions by an end user in a microservice architecture
- 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 the first customer demonstrations to be carried out

⚗ Institute for Materials Research at Aalen University
Aalen, Germany

Student assistant as Software Developer
Mär. 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

Softwareentwicklung
Mär. 2017 - heute

Used technologies: Java- & TypeScript, 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, Current grade: 1.3
Sep. 2018 - Mär. 2022

- ☁ **Cloud & Distributed Computing**:
  Used technologies: **React, Golang, MongoDB, MySQL, Docker, Kubernetes, GCP, Teraform**
  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, 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

Weiteres

⚙ 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