

Andreas Kull

SOFTWARE ENGINEER

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Skills

A small subset of skills I currently use extensively sorted from expert to average knowledge. By no means this list is comprehensive since as a engineer you learn and use new technology on a daily basis. Therefore I would say that my most valued skill is **adaptability** and **curiosity**.

Programming	JavaScript, Java, Kotlin, Python, SQL
Frontend	React, React Native, Redux, Vue
Backend	Spring, Keycloak, Hibernate, PostgreSQL, Vault, RabbitMQ, Elasticsearch
DevOps	Azure, Kubernetes, Jenkins, nginx, Terraform, Grafana, Kibana, Prometheus, Helm, Istio
Architecture	REST, HATEOAS, Evolutionary Architecture, CQRS, Event-Sourcing, Event-Driven Architecture, Hexagonal Architecture, GraphQL
Methodologies	Functional Programming, Testing, Agile
Languages	German, English, Spanish, Japanese

Experience

Daimler TSS

Karlsruhe, Germany

TECHNICAL LEAD

Since 12/2017

- Architecture and implementation of multiple cloud-native distributed applications for connected cars and fleet management
- Architecture of a payment solution system using a clean hexagonal approach
- Implementing various applications for autonomous driving and smart factories
- Processing the data of electric vehicles and training models for intelligent range prediction
- Customer acquisition and extensive requirements engineering
- Building and training a team of software engineers for a new office location

adorsys

Nürnberg, Germany

TECHNICAL LEAD

05/2015 - 12/2017

- Leading teams of up to 4 frontend and 2 backend developers in several large-scale projects
- Making the critical architectural and technological decisions
- Implementation of large-scale B2C- and B2B-applications for a credit institution
- Design of the Core Banking System of a multinational bank
- Implementation of mobile applications for a global banking company and outsourcing to India
- Implementation of an API management solution and cloud-native distributed microservice architecture for a global trading institution
- Categorizing and classifying transactions with machine learning algorithms as leading architect and developer
- Design and implementation of the frontend architecture for several German banks and the migration of existing projects
- Maintenance and modernization of several legacy systems for EU-wide banks

InterFace

Nürnberg, Germany

SOFTWARE ENGINEER

02/2011 - 05/2015

- Implementation of a cloud-native payment system for the German financial institutes
- Implementation of a quality assurance application for the automotive industry
- DevOps for highly scalable systems and implementation of additional monitoring and utility tools
- Requirement engineering and project management

Education

Ruprecht-Karls-Universität

Heidelberg, Germany

COMPUTER SCIENCE, COMPUTATIONAL LINGUISTICS AND ENGLISH LINGUISTICS

2008 - 2013

- Bachelor (German final grade 1,5 ≈ 3.5 GPA)
- Thesis on the adaption of the Latent Dirichlet Allocation algorithm on subsegment matching (German grade 1,1 ≈ 3.9 GPA)
- Focus on statistics, machine learning and natural language processing