Annalena Streichert

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Experience

TeamViewer   **September 2022 – Present**
Software Engineer   Munich, Germany

- Worked on the Frontline Spatial Augmented Reality app, providing AR workflows for frontline workers across iOS, Android, Windows, and HoloLens.
- Led the development of reporting features, such as submitting comments and workflow cancellation reasons, resulting in new business customers, using C# and Unity.
- Implemented JavaScript execution support in C# and Unity, unifying the workflow engine architecture for improved flexibility and maintainability.
- Contributed to the migration from LiteDB to Realm and integrated platform-specific encryption key storages for iOS, Android and UWP, enhancing app stability and security, using C#, Java, and Objective-C.
- Mentored working students and facilitated new employee onboarding as an onboarding buddy.

BMW Group   **October 2020 – June 2021**
Software Engineer and User Experience Intern   Munich, Germany

- Developed a rapid prototyping application for multiple UX/UI design and software engineering teams allowing them to send their prototypes to the car to improve and speed up their prototyping process. Implemented using C# and Unity.
- Built a 3D driving simulator in Unity and enabled streaming contents from a real car into the virtual scene.
- Contributed to UX concepts and research for BMW's Intelligent Personal Assistant.

University of Stuttgart Visualization Research Center (VISUS)   **December 2019 – March 2020**
Student Research Assistant   Stuttgart, Germany

- Implemented a Unity prototype for using haptic gloves to draw in virtual reality for the usage in future VR research studies.
- Authored and published my bachelor's thesis as a conference paper.

Mercedes-Benz AG   **October 2018 – April 2019**
Software Engineer Intern   Sindelfingen, Germany

- Developed an application for the analysis of map data using Python and PostgresSQL.
- Contributed to system development for automated driving.

Skills

Programming Languages: C#, Java, Python, JavaScript, HTML/CSS, SQL
Technologies: Unity, Git, Realm, REST APIs, PostgresSQL

Education

Ludwig-Maximilians-University of Munich   **April 2020 – June 2022**
Master of Science in Human-Computer-Interaction   Munich, Germany

The University of British Columbia   **September 2021 – April 2022**
Master's Thesis   Vancouver, BC, Canada

University of Stuttgart   **October 2016 – March 2020**
Bachelor of Science in Computer Science   Stuttgart, Germany