



# Emely Henninger



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## EDUCATION

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- 08.2021 - **Code University of Applied Science B.Sc Software Engineering**  
08.2023
  - Expected graduation in July 2023
- 03.2020 - **University of Applied Science Mannheim 2 Semesters in Business Informatics**  
04.2021
  - First touch with programming, focusing on Java, data structures and algorithms
  - Mastered programming II as top of my class with 1.0
- 10.2018 - **University of Tübingen BSc Biochemistry**  
12.2019
  - Drop out after realizing that I don't want to become a researcher
  - Finished all modules of the first two semesters, with an average of 2.1
- 09.2010 - **Gymnasium Ochsenhausen A levels (Abitur)**  
07.2018
  - Average 1.8 (Germany)

## WORK EXPERIENCE

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- Since **University of Applied Science Mannheim, Working Student**  
05.2021
  - Development of a university internal corona tracking tool (<https://ctt.hs-mannheim.de/>) with the Java framework springboot
- 04.2021- **Doctorseyes GmbH, Internship**  
07.2021
  - Build frontend of the 'patmanager' a desktop software for dentists to organize and automatize patient images with electron, Vue.js and JavaScript
  - Administrative tasks in the marketing section
- 08.2020- **Studio Bloc Mannheim**  
07.2021
  - Climbing trainer and counter worker

## PROGRAMMING PROJECTS

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- 2020 **Lenne.Tech-Academy**
  - Beta tester of the Lenne.Tech-Academy for education and training of web developers
  - Learned the basics of Web development with HTML, CSS, JavaScript and Node.js
- 2021 **Sorting Algorithms Visualizer**
  - Development of a visual tool for a better understanding of different sorting algorithms with support of the Lenne.Tech-Academy
- 2021 **Movie2Brain (in development)**
  - Development of a vocabulary app to link language learning with movies/series in flutter
- 2020 **Motiva, Slash-Hackathon in Berlin**
  - Homework motivator for elementary school students
  - 2-days development of a web application with Laravel, Tailwind, PHP
- 2020 **Otty, university project (module software development 1)**
  - Object-oriented design and analysis for a board game, with AI

## SKILLS & INTERESTS

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Languages	German (native), English (fluent), Spanish (B1), French (B1)
Technology	Java, Springboot, Flutter, JavaScript, Git, Vue.js, Node.js, Css, Html, Excel
Interests	Bouldering, Climbing, Hiking, Reading, Curiosity Driven Learning