

Henry Gressmann

Full-stack Software Engineer

📍 Berlin, Germany

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@ mail@henrygressmann.de

🔗 <https://henrygressmann.de>

Skills

Backend Development

Rust, Node.js, Golang, Python, gRPC, OpenAPI, SQL

Web Development

TypeScript, CSS, React, Web Security, Astro, Next

Cloud

Linux, Docker, Containers, WebAssembly, Edge Computing

Mobile Apps

PWAs, React Native

Profiles

🌐 explodingcamera

in henrygressmann

📄 blog.henrygressmann.de

📁 henrygressmann.de/work

Certifications

Machine Learning

Stanford University on Coursera
August 2017

🔗 coursera.org

CS50

edX HarvardX
January 2016

🔗 edx.org

Languages

German

English

C2 Proficiency

I'm a Software Developer with over seven years of experience, focusing on Rust, WebAssembly, and TypeScript. I began in web development in 2016 and have since specialized in creating innovative tools, libraries, and platforms. While passionate about open-source, I'm equally eager to work on challenging projects that extend beyond typical CRUD applications.

Experience

Henry Gressmann Software Engineering

September 2021 - 2024

Freelance Software Engineer

Berlin

canX GmbH

Juli 2017 - 2024

Co-Founder & Head of Engineering

🔗 <https://canx.gmbh>

Education

CODE University of Applied Science

2019 - 2024

Software Engineering

Bachelor of Science

🔗 <https://code.berlin>

Berufliche Schulen Bebra

2017-2019

Design and Media Technology

Abitur

Projects

liwan.dev

Summer 2024 - Present

🔗 <https://liwan.dev>

Liwan is an open source web analytics platform that respects your users' privacy. A single binary you can run on your server, no cookies, no cross-site tracking, no persistent identifiers.

Rust, TypeScript, React, Astro, DuckDB, SQLite

TinyWasm

November 2023 - Present

🔗 <https://github.com/explodingcamera/tinywasm>

TinyWasm is a lightweight WebAssembly Runtime written in Rust. It fully supports WebAssembly 1.0 with an emphasis on being portable with a lightweight architecture and minimal external dependencies.

Rust, WebAssembly

pog.network

2021-2022

🔗 <https://github.com/pognetwork/champ>

A novel eco-friendly peer to peer network. I managed a team of 3 other developers and designed the protocol.

Rust, Networking, P2P

canX.org

2017-2020

I managed a team of 2 other Developers, designed a micropayment solution, and created our microservice architecture, media player, and video CDN

React, React Native, Golang, gRPC