

Felix Maximilian Schlegel

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Education

Technical University of Munich

B.Sc. Computer Science

Oct. 2020 — Present

Relevant Courses: Fundamentals of Programming (Exercises & Laboratory), Introduction to Software Engineering, Data Structures & Algorithms

Schiller Schule, Bochum

High School Diploma

Aug. 2012 — Jun. 2020

Majored in Mathematics and English, member of Computer Science club

St Edmund's School, Canterbury

Year abroad

Sep. 2016 — Jul. 2017

Member of 1st Tennis Team, playing the trumpet in Big Band

Work Experience

Vectornator by Linearity GmbH, Berlin

iOS Engineer, Part-time

Oct. 2021 — Present

- responsible for the in-app tutorial section on both iOS and macOS (not released yet)
- building CI/CD workflows with Bitrise and GitHub Actions

iOS Engineering Internship

Aug. 2021 — Sep. 2021

- implementation of the in-app tutorial section using UIKit
- platform specific adjustments using Mac Catalyst
- asynchronous loading and caching of images and tutorial data from REST API

Techbuddy AB, Stockholm

Summer Internship

Aug. 2020 — Sep. 2020

Development of experimental features for the Techbuddy App using React Native, Swift and Java

Projects and Awards

Macoun Conference

Motion Capturing in ARKit + RealityKit

Oct. 2019

Talk about Motion Capturing in ARKit at Europe's biggest macOS and iOS developer conference (250 attendees)

Apple Inc.

WWDC19 Scholarship

Jun. 2019

Augmented Reality application visualising San Francisco International Airport built in Swift Playgrounds
(Click to see)

WWDC18 Scholarship

Jun. 2018

2D beach volleyball game built in Swift Playgrounds
(Click to see)

Skills and Interests

Languages German (native), English (fluent), Spanish (B2)

Technologies Swift, Java, Python, C, HTML/CSS/JavaScript, React, Assembly, VHDL

Design Wireframing & UI Design (intermediate), Blender (fundamentals)