# Moritz Fink

## Agile Software Engineer

- 30 June 1992
- Unterschleißheim, Munich
- +49 175 5761077
- fink.moritz@gmail.com
- https://finkmoritz.github.io
- https://github.com/finkmoritz

## About Me

I am a 28 year old software developer from Munich. I have graduated with a Master degree of Computational Science at the University of Regensburg. Ever since my first Hello World!, I am passionate about programming. I have created highly parallelised Lattice Quantum Chromodynamics simulations for the QPACE3 supercomputer using specialised C++ libraries during my academic studies, as well as business applications using Java since I started my professional career. Additionally, I am building cross-platform applications in my spare time.

## Top Skills

**Java**

**Flutter (Dart)**

**Agile (Scrum, Kanban)**

SQL, JavaScript, DevOps, AWS, VCS (Git, SVN), C++ & Qt, Unix / Linux / macOS / Windows
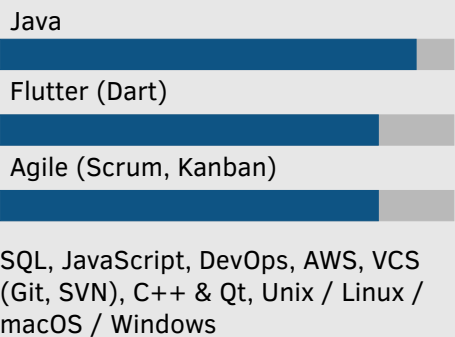
German, English

Team Player, Ideator, Strategist

## ♦ Experience

**2017 - now**  Application Development Specialist   *Accenture / Solutions IQ*

Since end of 2017, I am working at one of the biggest professional services companies in the world. Beside the possibilities to develop my skills during numerous courses, trainings and certifications, I am also having the chance to apply those skills for a large automotive company and help them in transforming into an agile enterprise with modern software development solutions.

**2017**  Software Engineering Trainee   *Accenture*

Before fully joining Accenture, I took part in a two month trainee programme composed of many deep dive courses on technical and non-technical topics.

## 📖 Education

**2015 - 2017**  M.Sc. Computational Science   *University of Regensburg*

While creating my master thesis, I learned to apply the theoretical knowledge that I gained during my Bachelor semesters to program several Lattice Quantum Chromodynamics simulations using two distinct C++ mathematical libraries (Chroma & Grid).

**2011 - 2015**  B.Sc. Computational Science   *University of Regensburg*

## ✺ Certificates

Professional
Scrum Master (PSM I)

AWS
Cloud Practitioner

Kanban Management
Professional (KMP I)

## ⓘ Portfolio

### Flutter

Besides the many Flutter repositories that you can find on my Github page, I also developed two cross-platform apps that are available in app stores (Apple & Google):

- **Stockenfelser Bierfreunde**: Social media app with status posts, event notifications, image upload, etc. that was developed to help building a local community in my hometown. Uses a REST API created with Spring Boot and connecting to a MariaDB database.

- **Conway**: Board game that uses mechanics from Conway's game of life in a multiplayer scenario against A.I. bots (using a modified MonteCarlo Tree Search). Graphics are rendered with Flame.

Additionally, I created the flutter_amplify_auth_ui package (published on pub.dev) that automatically generates authentication widget templates based on the developer's AWS Amplify CLI Authentication configuration.

### Web

I developed and currently maintain my personal homepage (finkmoritz.github.io) and a local society's website (stockenfelser-bierfreunde.de).

## ☺ Interests

When I am not coding or exploring new programming tools, frameworks and languages until late at night, I usually rock out on my guitar.