



Moritz Fink

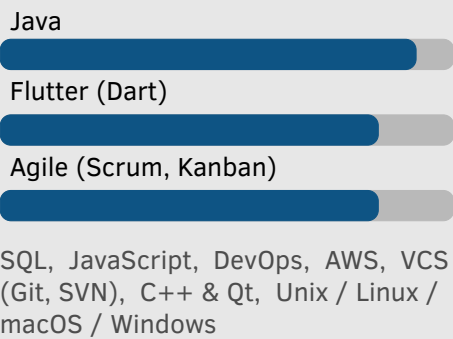
Agile Software Engineer

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About Me

I am a 28 year old software engineer 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



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):
- Stockenfesler 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, 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 (stockenfesler-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.