



Moritz Fink

Agile Software Engineer



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<https://finkmoritz.github.io>



<https://github.com/finkmoritz>

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 QCD 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:

- 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 Monte Carlo 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 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.