

Glatzhofer Michael, BSc

Software Architect / Computer Scientist

Last [update](#) March 2024



Born 1982 Salzburg, Austria

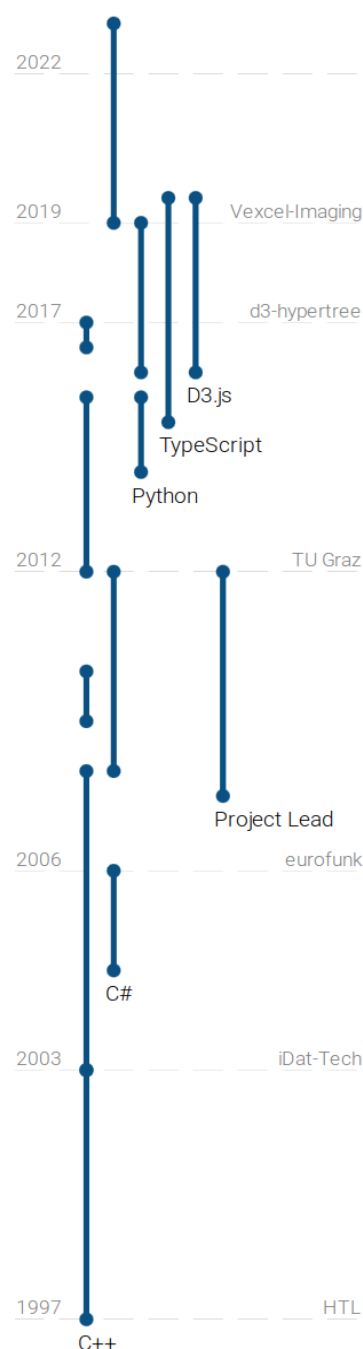
Living in Graz, Austria

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[github](#) · [linkedin](#) · [observable](#)

[d3-hypertree demo](#) ★



Experience

2023 — current · *Mechatronic Systemtechnik* · Graz, Austria

Software Architect, Team Lead

C# / .Net software architect and team lead in the field of semiconductor industry. Establishing the development team in newly founded office in Graz

2022 — 2023 · *Sabbatical* · Panama, Austria

2019 — 2022 · *Vexcel-Imaging* · Graz, Austria

Software Engineer

C# / .Net software development in the field of parallel computing on large cluster systems for aerial image processing.

2017 — 2021 · *d3-hypertree* · [Open Source Project](#)

Founder Maintainer, Freelancer

Open source web component for hyperbolic tree visualizations. Implementation of extensions. Information visualization consulting. Data processing pipeline consulting. D3.js, Node.js

2006 — 2012 · *eurofunk Kappacher* · St. Johann i.Pg, Austria

Software Architect, Project Lead, Software Engineer

Developing server processes and integrating third-party systems into control centers in the fields of public safety and industry. Mostly multithreaded processes written in C# and/or C++. Later project lead and software architect, the teams consisted of three to ten people, depending on phases of the project.

Software Architect / Project Lead / C++ to C# Migration

Evaluation of new technologies, middleware architecture, service infrastructure architecture, data access layer. Performance optimization

Software Architect / Fraport Terminal 1 Command Center integration

Integration of periphery systems like surveillance system, fire detectors, and other alert sources for command center software of Frankfurt Airport Terminal 1. Protocol specifications, system architecture, technical communication with third-party suppliers

Software Architect / Project Lead / Software Engineer

Designing a new mobile device system (FMS) capable of multiple transport layers TETRA, legacy radio systems, and IP. Protocol specification and training of third-party device suppliers

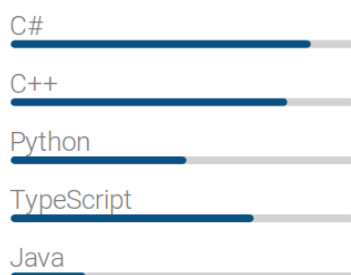
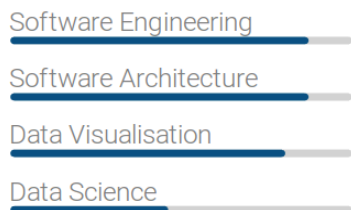
Software Engineer

Implementation of interface services for peripheral systems.

2003 — 2006 · *iDat-Tech* · Salzburg, Austria

Software Engineer, Co-Founder

Embedded programming and programming close to hardware, mostly for customers in the automation industry. Process visualizations



Education

2016 — 2019	M.Sc. University of Technology Graz, not completed Knowledge Technologies Multimedia Information Systems
	Master thesis not completed · All lectures completed
2012 — 2016	B.Sc. University of Technology Graz Computer Science
1997 — 2002	HTL Braunau Telecommunications Engineering

Skills

SOFTWARE ARCHITECTURE:

Modularisation
Distributed Systems
Data Processing Pipelines
API Design
Network Protocol Design
UML
Design Patterns
Performance Optimization
Concurrent Systems
Asynchronous Systems

PROJECT LEAD:

Agile Development
Kanban
Scrum

DATA SCIENCE\VISUALISATION:

D3.js
SciPy
Pandas

SOFTWARE ENGINEERING:

C#
C / C++
Python
TypeScript
Java

MOM
RPC / RMI
REST / HTTP
SOA
OPC
IP / UDP / TCP
SQL

Windows Services
WCF
Node.js
Webpack

Soft Skills

Teamwork
Leadership
Active Listening
Intercultural Communication

Languages

German
English Fluent
Chinese A1