

Glatzhofer Michael

Software Engineer / Computer Scientist

Last [update](#) July 2019



Born 1982 Salzburg, Austria

Living in Graz, Austria

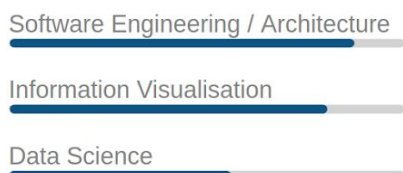
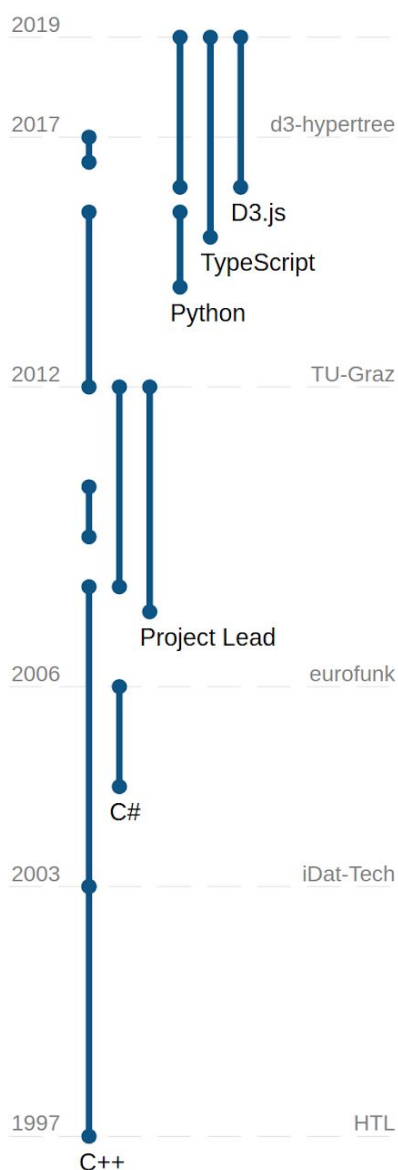
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github.com/glouwa

[d3-hypertree demo](#) ★



Experience

d3-hypertree [Open Source Project](#)

2019 – Present Freelancer

Implementation of extensions. Information visualization consulting. Data processing pipeline consulting.

2017 – Present Founder, Maintainer

Open source web component for hyperbolic tree visualisations.

eurofunk Kappacher GmbH *St. Johann i.Pg, Austria*

Developing server processes and integrating third-party systems into control centers in the fields of public safety and industry. Most of them were multithreaded processes written in C# or C++.

Later project leader and software architect, the teams consisted of three to ten people, depending on workload on specific phases of the project.

2008 – 2012 Software Architect, Project Lead

Architect of migration from C++ to C#/.Net. Project lead of implementation of new core technologies: Evaluation of new technologies, middleware architecture, service infrastructure architecture, library design, performance optimisation.

2007 – 2012 Software Architect, Project Lead

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

2010 Software Architect

Periphery systems integration Frankfurt Airport Terminal One. Protocol specifications, system architecture.

2006 – 2007 Software Engineer

Implementation of interfaces to other systems. Surveillance systems, security alarm systems for airports and industry.

iDat-Tech *Salzburg, Austria*

2003 – 2006 Software Engineer, Co-Founder

Embedded programming and programming close to hardware for automation industry. Process visualisations.

Education

2016 – Present M.Sc. University of Technology Graz

Knowledge Technologies

Multimedia Information Systems

2012 – 2016 B.Sc. University of Technology Graz

Computer Science

1997 – 2002 HTL Braunau

Telecommunications Engineering

Skills

C++, C#, Python, TypeScript, ...

Teamwork, Pair Programming, Intercultural Communication

Agile Development, Kanban, Scrum, Design Patterns

Distributed Systems, Network Protocol Design, REST, SOA, MOM, RPC

Visualisations, D3.js, Webpack, Node.js, Performance Optimisation

Machine Learning, Tensorflow, Keras, SciKit-Learn, SciPy, Pandas