Michael Hoffmann

Software Engineer

- 19 August 1986
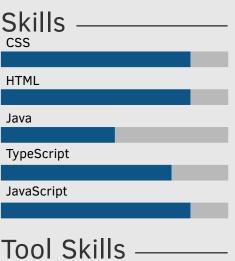- Munich (Germany)
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About me

Highly committed, agile personality with broad experience in the field of application development. Experience in working in agile team settings. Delivering excellent results and used to work under pressure.

Skills

CSS

HTML

Java

TypeScript

JavaScript

Tool Skills

Electron

Android

Node.js

React

Angular

Interests

Mobile, game and frontend development. Cryptocurrencies. Video games. Cycling.

Education

2013-2015	Technical University of Munich,	Munich/Germany
	Master of Science in Electrical Engineering	
2009-2013	University of Applied Sciences	Deggendorf/Germany
	Bachelor of Science in Electrical Engineering	
2006-2009	Technical Vocational School	Cham/Germany
	Training as an electronics technician for devices and systems	
2004-2006	Technical High School	Cham/Germany
	Technical high school diploma	

Experience

since 2015 — jambit GmbH, Munich/Germany — *Automotive*

Software Architect & Project Manager & Scrum Master
- Development of an operation dashboard based on Angular 4+
- Development of A4A (Apps for Automotive) based on Vanilla JavaScript for a leading German car manufacturer
- iOS development using Swift for a leading German car manufacturer
- Project lead and Scrum Master for up to 4 team members and key contact for client

2015 — BMW Forschung und Technik GmbH, Munich/Germany — *Automotive*

Master Thesis: *"Concept and Prototype Development of an Event-Driven Architecture for an Intermodal Route Guide"*

2015-2016 — National Instruments Gmbh, Munich/Germany — *Finance*

Working Student, Application Engineering & Academic Team
- Training leader for LabVIEW Core 1 & 2 trainings at TU Muenchen

2014 — Technical University of Munich, Munich/Germany — *Digital Technology*

Working Student, Chair for Digital Technology, Distributed Multimodal Information Processing Group
- Development of a mock-up version of a travel guide for seniors based on Android

2012-2013 — Bertrandt AG, Munich/Germany — *Automotive*

Bachelor Thesis: *"Development of an Android smartphone application to control and visualize sensors and actors which meet the KNX standard"*

2011-2012 — National Instruments, Munich/Germany — *Applications Engineering*

Internship
- Technical customer support for hardware and software
- Intern project in Madrid (Spain) for two month

2010-2016 — www.rebelgamer.de — *Gaming*

Co-Founder
- Head for up to six content journalists
- Responsible for the Content Management Software (WordPress)
- Relationship management with game publishers and game developers

2006-2009 — Zollner AG, Zandt/Germany — *Automotive*

Apprenticeship, Electronics technician for devices and systems

Languages

| German | Native speaker |
| English | Good working knowledge |