

Andre Mueller

contact

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education

- 2015–2016 **Master** of Science (expected graduation in September 2016)
King's College London, United Kingdom
Web Intelligence
Specialisation in the development of intelligent agent and multi-agent systems and applications using the internet and web-related technologies.
- 2011–2015 **Bachelor** of Science
Hochschule Bremen, Germany
International Degree Course in Computer Engineering (Internationaler Studiengang Technische Informatik)
Computer engineering degree with an integrated year abroad at London South Bank University. Specialised in applied computer technology with a variety of hardware and software focussed modules.
Graduate with an average grade of 1.6
- 2013–2014 **Bachelor** of Engineering (hons)
London South Bank University, United Kingdom
Computer Systems & Networks
Direct entry into the final academic year of the course. Major focus on an individually chosen final year project.
Graduated with first class honours.

experience

- 2012–2015 **CTS Eventim Solutions GmbH** Bremen, Germany
Student assistant (Technical Service)
Support of the technical service department of Europe's largest ticket retailer during my studies at Hochschule Bremen.
Responsibilities:
 - Maintenance, preparation and dispatch of thermal ticket printers for the company's booking offices worldwide.
 - Preparation, supply and disposal of hardware and accessories for the company's employees worldwide.
- 2013–2014 **Eventim UK Ltd** London, United Kingdom
Student assistant (IT – Operations)
Supported the Eventim subsidiary in London during my studies at London South Bank University.
Responsibilities:
 - On-site IT support of the Eventim UK hardware and software.
 - Building and validation of new events for the Eventim UK ticket sale system.

projects

- 2015 **ByteVooDoo UG (haftungsbeschränkt)** Bremen, Germany
"Development of an Authoring System for Interactive Adventure Gamebooks"
Developed an authoring system for a local startup specialising in Android and iOS based interactive adventure gamebooks. The authoring system supports the authors of the gamebooks in their creative writing process by providing them with a GUI that considers all necessary constraints of the internal rulebook and offering a user-friendly interface with additional features. This project was realised with Java and JavaFX.
- 2014–2015 **Airbus Defence & Space** Bremen, Germany
"Platform independent software development for embedded real-time systems with the use of a hypervisor"
University project with 8 other students at Hochschule Bremen in cooperation with Airbus Defence & Space. Research, design and development of a real-time position control system. Using the open source hypervisor XtratuM and a special computer system constructed by Airbus D&S.
- 2013–2014 **London South Bank University** London, United Kingdom
"Final year project: C++ / Java based functionalities for sound programming"
From scratch design of a Java based application titled "MIDlcine", which used the free Java API JFugue and JavaFX to provide an easy-to-use and beginner friendly graphical user interface to create, edit and play back MIDI files without the need of in-depth MIDI or musical knowledge.

skills

Java, JavaFX, Python, PostgreSQL, UML, software design, software project management, software design patterns, test driven development

languages

German: native proficiency

English: full working proficiency