

Tom Herold

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PROFILE

As co-founder of the *scalable minds* startup and student of software engineering I specialized in frontend web development and in building tools for scientific data annotation by utilizing cutting edge web technologies. Designing and developing scientific games to crowd source biological problem solving as part of an international team.

OBJECTIVE

I seek to intern in a well-established software company as software engineer to further develop my skills, build more contacts and get professional exposure in my chosen career path.

EDUCATION

Candidate for Bachelor of Science

IT-Systems Engineering

Hasso Plattner Institute, University of Potsdam, Germany

2010 – 2013

High School

Johannes Kepler Gymnasium, Chemnitz, Germany

GPA 94%

2000 – 2009

High School Exchange Program

Wachusett Regional High School, Massachusetts, USA

2006 – 2007

High School Student Program at Technical University of Chemnitz

Practical Introduction to Computer Graphics Course

2007 – 2008

Military Service

Staff duty, Logistics Battalion 4, Roding

2009 – 2010

SKILLS

Frontend Development

Javascript / Coffeescript, HTML 5, WebGL

Experience in Programming for mobile platforms

Webapps, Windows Phone, Android

Intermediate Experience

C#, Java, Python, C++

Language

German (native speaker)

English (spoken/written fluent)

EXPERIENCE

scalable minds UG (haftungsbeschränkt) & Co. KG

Co-Founder and CEO

2011 - present

Developing web frontends with rich and interactive visualizations for gigabytes of medical brain data as part of the brainflight (www.brainflight.org) project utilizing cutting edge browser technologies such as WebGL. Bringing the scientific tools to the web reduced hardware costs for my client, the Max Planck Institute of Neurobiology enabling it to employ more people with brain analysis.

Designing, prototyping and developing cross platform games for scientific projects aimed to crowd-source data analysis, in cooperation with the Max Planck Institute of Neurobiology. I coordinated this approach together with experts in game design from London and New York.

Besides software engineering, I manage legal issues, recruiting and accounting for the company.

INTERESTS

Organizing and teaching at coding camps for high school students as part of Hasso Plattner Institute's outreach program. Introducing paper prototyping and design thinking to groups of 30 students.

Cooking, both at home and as part of the student's union barbecue parties for sport events and freshmen welcomes.

Playing badminton as part of the university's sports program.