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📊 SKILLS & INTERESTS

PROGRAMMING

Java, C, Javascript, Haskell, Zsh

MARKUP

HTML, CSS, \LaTeX , Markdown

TECHNOLOGIES AND TOOLS

Git, UML, Linux, macOS

LANGUAGES

- German (native)
- English (fluent)
- French (advanced)

INTERESTS

Science videos and articles,
Music (playing the guitar & piano),
Languages, Travelling

🎓 EDUCATION

UNIVERSITY OF BIRMINGHAM

BSc Computer Science

09/2018 – 06/2021 | Birmingham, UK

- 1st Year average: 2.1 Honours
- Student Representative for 2nd Year Computer Science courses
- Fields covered so far include:
 - Artificial Intelligence
 - Software Engineering
 - Data Structures & Algorithms
 - Robotics
 - Systems Programming
 - Mathematics & Logic
 - Functional Programming

WARNDTGYMNASIUM

Abitur | Overall 1.5

07/2018 | Geislautern, Germany

- Examination subjects:
 - English – 14
 - Mathematics – 13
 - Informatics – 12
 - Geography – 10
 - German – 13
- Honor received for Year's best final Informatics exam

🧰 WORK EXPERIENCE

FULL STACK WEB DEVELOPER | Climate Science

Dec 2019 – Now | Part-time (voluntary) | Remote

- Creation of a webpage enabling content creation for an educational app
- Core features:
 1. **Convenience:** writing articles with dynamic intuitive components
 2. **Preview:** preview appearance exactly like on Web / Mobile App
 3. **Integration:** export to JSON and integrate into back-end database

IT SYSTEM ADMINISTRATOR | ProWIN Winter GmbH

Jul 2019 (3 weeks) | Full-time Internship | Illingen, Germany

- Projects and impact:
 1. drastically improved Bookkeeping by automating order confirmation
 2. improved safety of the network by improving password policies
 3. sped up workflow of all employees by developing a quick-access navigation tool to reach employees' most used websites
- » I improved the company's operating efficiency and network security

🔗 PROJECT EXPERIENCE

STUDENT APP PROPOSAL - 92.5% | University Assignment

Dec 2019

- 📄 Application Proposal for a Mental Health App that automates large parts of daily scheduling to help students organise themselves
- » Successfully lead a group of 7 as a Scrum master and went through the whole development cycle up to implementation

GRAVITY SIMULATOR IN JAVA | Private Software Project

Nov 2019

- 📄 Simulator of gravitational forces in 3D space capable of performing complex n-body simulations with extensive logging output, collision detection, real-time mode and more features.
- » I prove my ability to produce clean, easily customizable and well-documented code for complex private projects.

ROBOT MAZE SOLVER - 100% | University Assignment

Mar 2019

- I lead a Group of 3 on the design and implementation of a highly complex 📄 Maze solving program for a Lego EV3 robot
- Core features: Mapping using sensor scans, live bluetooth transmission to GUI, A* path finding, call-back function, fastest route prediction
- » I successfully lead my team under time pressure and applied a variety of new technologies and programming techniques.