



## Curriculum vitae

### Personal Information

FIRST NAME / SURNAME Karen Schwane

EMAIL [hi@iamka.ren](mailto:hi@iamka.ren)

WEBSITE <https://iamka.ren>

DATE OF BIRTH 18.01.1990

### Work Experience

DATES July 2015 - present

POSITION Lead developer (since April 2017)

RESPONSIBILITIES Developed and maintained a wide range of Android apps in Java and Kotlin, some with over a million users.

Helped create full-stack REST-based platforms with Java backend, JavaScript frontend and client apps.

Headed a development team of six by acting as software architect, project manager, mentor and teacher.

Created specifications and estimations for various software projects in co-operation with designers and other engineers.

Consulted clients directly to understand their needs and to offer advice about technical solutions.

EMPLOYER [TheAppGuys GmbH](#)

LOCATION Cologne, Germany

TYPE OF BUSINESS Software agency

DATES December 2012 - March 2015

POSITION Research assistant

RESPONSIBILITIES Acted as technical adviser and software developer in various digital humanities projects, mainly using Java and JavaScript.

EMPLOYER [German Archaeological Institute \(DAI\), Brandenburg University of Technology Cottbus-Senftenberg \(BTU\)](#)

LOCATION Cologne, Germany

TYPE OF BUSINESS Research & education



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DATES	December 2010 - November 2012
POSITION	Student assistant
RESPONSIBILITIES	Developed new features and provided maintenance for the archeological database “ <u>Arachne</u> ” using PHP and MySQL.
EMPLOYER	<u>Cologne Digital Archaeology Laboratory</u> (University of Cologne)
LOCATION	Cologne, Germany
TYPE OF BUSINESS	Research & education

### Education and Training

DATES	2009 - 2015
QUALIFICATION AWARDED	Master of Arts (2015), Bachelor of Arts (2012)
PRINCIPAL STUDIES	Media Culture Studies, Media Computer Science
INSTITUTION	University of Cologne
GRADE	A (1.1)
MASTER’S THESIS	„Die ganze Welt als Sandbox: User-generated Content in einem ortsbasierten Spiel für Mobile Devices“/ “The whole world as a sandbox: User-generated content in a location-based game for mobile devices“, Grade: A (1.0).

### Skills and Competences

LANGUAGE SKILLS	German (Native), English (Professional), Spanish (Elementary)			
TECHNICAL SKILLS	Programming Languages	Tools	Libraries & Frameworks	Paradigms & Architectures
PROFICIENT	Java, Kotlin, SQL	Git	Android SDK, JUnit	OO, MVVM, REST
INTERMEDIATE	JavaScript, HTML/CSS	Gradle, Jenkins	RxJava, JOOQ, Mockito, Retrofit, Room	MVP
ELEMENTARY	Python	Docker	AngularJS, Espresso	Functional Programming