Andreas Langenhagen

Computer Science MSc. Graduate from Technische Universität Berlin.
Polyglot Software Engineer with 14 years Work Experience.
Passionate about People, Processes, Computer Vision, Graphics and Robots.
Skilled in current Technology Stacks.
Very good Communicator. Team Player.
Always keen to do the Right Thing, mentor, share and improve on the Status Quo.

Age 37 ● German Nationality 👤
Berlin, Germany 📍
+49 1522 373 0876 📱
andreas@langenhagen.cc ✉
www.langenhagen.cc 🌐
github.com/langenhagen ⎔

Core Expertises & Technologies

Alembic, ANTLR, AWS, Bash, Boost, C, C++, CircleCI, CMake, Docker, FastAPI, Git, Github, Gitlab, Golang, Industrial Robots (ABB, FANUC, KUKA, Universal Robots, Yaskawa), Jenkins, Jira, Jupyter, Kafka, Kubernetes, Linux, Mermaid, OpenAPI, OpenGL, Pydantic, Python, REST, SQL

Professional Experience

• **Staff Engineer at Wandelbots** (wandelbots.com) *August 2024 – today*
   - co-author and maintain Developer Tools and internal Projects in the Wandelbots Nova System
   - Wandelbots Nova SDK https://github.com/wandelbotsgmbh/wandelbots-nova
   - Wandelscript Programming Language https://github.com/wandelbotsgmbh/wandelscript
   - envision Product, discuss Roadmaps, fix Bugs, e.g. Memory Leaks, CI, support Colleagues across Teams
   - test across the entire Stack, both in Software and in physical Robot Cells

• **Dev Manager at Micropsi Industries** (micropsi-industries.com) *March 2024 – July 2024*
• **Senior Python Engineer** *October 2021 – March 2024*
   - developed and maintained Infrastructure-related Systems that control Collaborative Robots via AI
   - supervised Co-Workers and an Intern
   - led Cross-Functional Projects, e.g. Edge-Cloud-Synchronization and Duplication of Robot Skills, made the System and Processes fit for Industrial Hardware Platforms, spun custom Linux OS for Edge Devices
   - planned & drove Features & Epics, Projects, Releases, modernized, simplified & fixed Code Base across the Stack
   - filtered Job Application CVs, hosted Job Interviews
   - participated in Mentoring Program as both Mentor and Mentee with Focus on AWS

• **Senior Python Engineer at Momox** (momox.biz)
   August 2020 – September 2021
   - Event Driven, Domain Driven distributed Warehouse Software
   - evaluated internal Workings, prepared for and helped pass the 2020 Warehouse Audit
   - in the Fashion Dpt., added support for new Fashion Brands into Momox Databases across all IT Services
   - migrated Code Base, enabled Insights into Data, fixed Bugs, improved Processes
   - hosted Job Interviews

• **Python Backend Engineer at CeleraOne** (celeraone.com)
   November 2018 – July 2020
   - Python Middleware & Backend; distributed Linux-based on-premise Systems
   - improved & automated Processes; simplified & documented them
   - implemented automatic Code-Quality checks via Gerrit CI
   - supervised & mentored 2 Trainees and 2 Students
   - moderated Meetings; hosted Job Interviews

• **Software Engineer at HERE Technologies** (here.com)
   March 2016 – October 2018
   - Automotive Dpt.; C++ SKD; focus on Cloud-based Data Synchronization, later Mobile SDK
   - developed SDK & Reference App for Embedded C++, Android and iOS, Build Systems, CI, and Testing
   - wrote Test Servers for CI-based Testing
   - made CMake Configure faster; reduced Times from ~196 Seconds to ~90 Seconds for our Mobile SDK

Professional Experience

· **Research Assistant at DAI-Labor / Technische Universität Berlin** (dai-labor.de)
   January 2011 – February 2014
   - 3D UI Smart Health Application; Java, C++, C#, OGRE, XNA, HLSL, DirectX
   - I served as the Computer Graphics Expert in our Team
   - implemented Gesture Detection and Image Processing using Java, C++, C#, HLSL, DirectX, OGRE, XNA and Unity
   - represented Projects at CeBIT in 2011, 2012 and 2013
   - created an extensible 3D Multi Touch Smart Home Application in Java; Bachelor's Thesis; achieved highest Grade

· **Internship at Brückenschläger Web Design** (now Devolute: devolute.org)
   August 2008 – October 2009
   - early Startup; Web Programming, Design, Linux, C, Ruby on Rails, Git

Higher Education

· **Technische Universität Berlin**
   April 2012 – July 2015
   - studied Computer Science with Focus on Machine Learning, Computer Graphics, Computer Vision and Economics
   - awarded with an MSc. of Science in Computer Science

· **Technische Universität Berlin**
   October 2007 – March 2012
   - studied Computer Science with Focus on Agent Oriented Systems, Computer Graphics and Economics
   - awarded with a BSc. of Science in Computer Science; achieved highest Grade

Early Education

· **Gymnasium Müncheberg (Secondary School)**
   2000 – 2007
   - Focus on English and Mathematics
   - implemented an 3D Shooter Game in C++; in Irrlicht Engine, later moved to OGRE Engine
   - implemented a Table-based Browser Game in Visual Basic, ASP.NET
   - several Toy Projects in Visual Basic, .NET, C#, C++

· **Grundschule Rehfelde (Primary School)**
   1994 – 2000
   - first Coding Experiences in BASIC and Visual Basic for Fun and with Friends