

Andreas Langenhagen

Computer Science MSc. Graduate from Technische Universität Berlin.
Polyglot Software Engineer with 12 years work experience.
Passionate about Processes, Data, Computer Vision and Graphics.
Skilled in current Technology Stacks.
Self starter.
Always keen to lead, mentor, share Ownership and improve on the Status Quo.

Age 35 • German Nationality 
Berlin, Germany 
+49 1522 373 0876 
andreas@langenhagen.cc 
www.langenhagen.cc 
github.com/langenhagen 

Core Expertises & Technologies

AWS, Bash, Boost, C, C++, CircleCI, CMake, Confluence, Docker, Git, Golang, GLSL, Jenkins, Jira, Jupyter, Linux, Mac OS, MongoDB, OpenGL, Pandas, PlantUML, Python, REST, SQL, SQLAlchemy, Terraform

Professional Experience

• Senior Python Engineer at Micropsi Industries (micropsi-industries.com)

October 2021 – today

- develop and maintain Infrastructure-related Systems that control Collaborative Robots via AI
- drove and implemented Cloud-Synchronization of Robot Skills across Edge Devices and Cloud Backend
- made the Cloud Backend simultaneously support different Versions of Edge Devices
- plan, discuss & drive Features & Epics, modernize & simplify Code Base across the Stack, fix Bugs
- host Job Interviews
- participated in Mentoring Program as both Mentor and Mentee with Focus on AWS
- supervised 1 Intern; ideated and drove his Epic: Support for generic GenICam Standard Cameras

• 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 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 Backend; distributed Linux-based on-premise systems
- documented, simplified and automated several previously manual internal Processes
- 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 Synchronisation, later Mobile SDK
- developed SDK & Reference App for Embedded C++, Android and iOS, Build Systems, CI, and Testing
- wrote CI-based System that enabled Integration Testing of our SDK
- reduced CMake Configure Times from ~196 Seconds to ~90 Seconds for our Mobile SDK Project

• Research Assistant at DAI-Labor / Technische Universität Berlin (dai-labor.de)

January 2011 – February 2014

- graphically Rich Smart Health Application; Java, C++, C#, OGRE, XNA, HLSL, DirectX
- role of 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 in Bachelor's Thesis; achieved highest Grade

Professional Experience

- **Internship at Brückenschläger Web Design** (now Devolute: devolute.org)

August 2008 – October 2009

- experienced early Startup Atmosphere for Fun, Connection and Idea Exchange
- learned Web Programming with Git, Linux and Ruby on Rails

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
- privately implemented a Table-based Browser Game in Visual Basic, ASP.NET
- privately implemented an 3D Shooter Game in C++; in Irrlicht Engine, later moved to OGRE Engine
- privately coded several smaller projects in .NET with Visual Basic, C#, C++

- **Grundschule Rehfelde (Primary School)**

1994 – 2000

- coded in BASIC and Visual Basic for Fun and with Friends