

Andreas Langenhagen

Computer Science MSc. Graduate from Technische Universität Berlin.
Polyglot Full Stack Developer with 9 years of work experience.
Passionate about Processes, Data Science, Computer Vision and Graphics.
Skilled in current Technology Stacks.
Self starter.
Always like to take Leadership, share Ownership and improve on the status quo.

Age 32 • German Nationality 
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Expertise & Technologies

.NET, Bash, Boost, C#, C++, C, CMake, Confluence, CSS, Docker, Doxygen, Flask, Gerrit, Git, GLSL, HLSL, HTML, JavaScript, Jira, Jupyter, Kotlin, Kubernetes, Linux, Mac OS, MongoDB, Nginx, OpenCV, OpenGL, OpenResty, PlantUML, Processing, Pyramid, Python, RabbitMQ, REST, SQL, Three.js, UML

Professional Experience

• Senior Python Developer at Momox (momox.biz)

August 2020 – now

- develop and maintain Domain Driven Warehouse Software
- migrate Code Base, fix Bugs, improve Processes

• Python Backend Developer at CeleraOne (celeraone.com)

November 2018 – July 2020

- hands on Big Data, complex Distributed Systems, Databases
- fixed Bugs, implemented Features in complex Web Server Architectures
- documented, simplified and automated Processes
- implemented and maintained automatic code-quality gating on Gerrit CI
- supervised & mentored 2 Trainees
- moderated Meetings

• Software Engineer at HERE Technologies (here.com)

March 2016 – October 2018

- played the role of a Full Stack Software Engineer in the Automotive Dpt.
- hands on SDK & App Development for Embedded, Android and iOS, Build Systems, CI, and Testing
- enabled CI-side Integration Testing through new Python mock server with Docker
- reduced CMake configure times from ~196 seconds down to ~90 seconds for our Android Mobile SDK project

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

January 2011 – February 2014

- worked as a Software Engineer and Computer Graphics Expert in a highly agile team
- hands on Gesture Detection and Image Processing using Java, C++, C#, HLSL, DirectX, OGRE, XNA and Unity
- developed crucial parts of a graphically rich Smart Health Application
- showcased the projects at CeBIT in 2011, 2012 and 2013
- created an extensible 3D Multi Touch Smart Home Application in Java from scratch

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

August 2008 – October 2009

- experienced early Startup atmosphere for fun and idea exchange
- learned a lot about Web Programming, Linux, Ruby on Rails

Higher Education

• Technische Universität Berlin

April 2012 – July 2015

- studied Computer Science with focus on ML, Computer Graphics, Computer Vision and Economics
- awarded with an MSc. of Science in Computer Science

Higher Education

- **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

Early Education

- **Gymnasium Müncheberg (Secondary School)**

2000 – 2007

- started coding in .NET, C#, C++ for fun with friends
- worked on an Interactive Browser Game after school with friends, created playable versions
- worked on a 3D Shooter Game after school with a friend, created 2 playable Levels

- **Grundschule Rehfelde (Primary School)**

1994 – 2000

- started coding in BASIC and Visual Basic for fun and with friends