

Andreas Langenhagen

Computer Science MSc. Graduate from Technische Universität Berlin.
Polyglot Full Stack Developer with 9 years of 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 33 • German Nationality 
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Core Expertises & Technologies

Bash, Boost, C++, C, CMake, Confluence, Docker, Flask, Gerrit, Git, Gitlab, GLSL, HLSL, Jira, Jupyter, Linux, Mac OS, MongoDB, OpenGL, Pandas, PlantUML, Pyramid, Python, REST, SQL

Professional Experience

• Senior Python Engineer at Momox (momox.biz)

August 2020 – now

- develop and maintain Event Driven, Domain Driven Warehouse Software
- migrate Code Base, gain Insights into Data, fix Bugs, improve Processes
- helped evaluate and pass 2020 Warehouse Audit
- helped to support new Brands in the Fashion Dpt.
- host Job Interviews

• Python Backend Engineer at CeleraOne (celeraone.com)

November 2018 – July 2020

- hands on Big Data, complex Distributed Systems, Databases
- fixed Bugs, implemented Features in distributed Web Systems
- documented, simplified and automated Processes
- implemented and maintained automatic Code-Quality gating on Gerrit CI
- supervised & mentored 2 Trainees; hosted Job Interviews
- moderated Meetings

• Software Engineer at HERE Technologies (here.com)

March 2016 – October 2018

- Automotive Dpt., first SKD Extensions, then Mobile SDK
- helped develop SDK & Reference App for Embedded C++, 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 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 an 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
- presented 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, Connection and Idea Exchange
- learned Web Programming with 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

Early Education

- **Gymnasium Müncheberg (Secondary School)**

2000 – 2007

- Focus on English and Mathematics
- exercised Coding in .NET with Visual Basic, C# and also C++ with Friends for Fun and Experience
- worked on an Interactive Browser Game after school with Friends, created playable Versions
- worked on a 3D Shooter Game after school with a friend in C++; created 2 playable Levels

- **Grundschule Rehfelde (Primary School)**

1994 – 2000

- exercised coding in BASIC and Visual Basic for Fun and with Friends