Andreas Langenhagen

Computer Science MSc. Graduate from Technische Universität Berlin.
Polyglot Full Stack Developer with 6 years of work experience.
Passionate about Machine Learning, Data Science, Computer Vision and Graphics.
Accomplishes current technology stacks.
Always likes to improve on the status quo and planning ahead.

Age 30 • German Nationality 👤
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www.github.com/langenhagen 🔘

Expertise & Technologies

Bash, C++, C#, C, Java, Python, HLSL, GLSL, JavaScript, Swift, Kotlin, HTML, CSS, VisualBasic, SQL, Objective-C, .NET, Android, Boost, Confluence, CMake, Docker, Doxygen, Gerrit, Git, Franca, Google Test, Jira, JUnit, Linux, Mac OS, OGRE, OpenCV, OpenGL, PlantUML, Processing, Swift, Three.js, UML, Unity, Windows, Xcode

Professional Experience

· **Software Engineer at HERE** (here.com)
since March 2016
- played the role of a Full Stack Software Engineer in the Automotive Dpt.
- hands on Embedded, Android, iOS, Build Systems, CI, SDK & App Development and Testing
- enabled CI-side Integration Testing through new Python mock backend server with Docker
- reduced CMake configure times by 300% 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 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 2008
- experienced Startup atmosphere
- learned a lot about Ruby programming language

Education

· **Technische Universität Berlin**
April 2012 – July 2015
- studied Computer Science with focus on 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

· **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 VisualBasic for fun and with friends