## Résumé Tilman Porschütz



They/Them
Born 1984 Zwickau, Germany
Living in Vienna, Austria
tilman@porschuetz.de

dev.mandymozart.com
www.porschuetz.de

also known as: Mandy Mozart

Experience

Self-Employed

2014-2024 Freelance

**froyouandyourcustomers GmbH** 2017—2023 *Fulltime* 

**Vienna Struggle Media GmbH** 2019–2021 *CTO*, *Co-Founder* 

negativelabs

2018-2021 Contractor

Messerli AG

2013-2014 Contractor

Lingoda GmbH

2012-2013 Fulltime

**WEAREPICTURES uG** 

2012-2017 CTO, Co-Founder

Tilman is a motivated and experienced developer.

Their focus lies in bridging human needs and digital realities by combining state-of-the-art technologies with responsible product decisions and sustainable architectures. As a developer and requirements engineer, Tilman has built micro services, SPAs, and apps for organisations of any size. As a CTO, Tilman is a reliable team player who has successfully led interdisciplinary teams of up to 15 people, working with agencies, startups, and corporations.

Tilman discusses and challenges their experiences with peers through regular attendance at *conferences* and in their research work as an *awarded media artist* and *contemporary composer*. This universal approach allows them to maintain a nuanced perspective on a market in constant flux. They also contribute to Open Source projects and share knowledge with non-profit organisations.

Education

2004-2011 Bauhaus-University Weimar

Diploma, Visual Communication

2007-2008 Hongik University Seoul

Visiting student, Visual Design

Contract work as a digital consultant, and developer for startups, NGOs & mid-size businesses in DACH.

Consultant, UI/UX architect and frontend developer for major Austrian and international clients.

Platform and on-sight production company during Covid-19.

Boutique web shops for design focused clients in DACH.

Visualisations, construction planing, prototypes and design of trade show booths & show rooms for global brands.

Lead of interfaces for leading language learning platform with Headquarters in Berlin.

Digital studio for trade show booths and interaction design.

Prior software projects and experiences until 1999 on request.

```
Techstack
Languages
Java, TypeScript, Dart, Python, Java, C#, Rust
Frameworks
NextJS, Angular, Flutter, Spring Boot
Game Engines
Unity, Unreal Engine
CMS
Bloomreach Experience, SAP Hybris, Confluence, KeystoneJS, Strapi
Infrastructure
Docker, AWS, Git
Databases
PostgreSQL, MySQL, MongoDB,
Utilities
```

Figma, Sketch

WebRTC, WebSockets

Protocol