



“I love to **empower businesses** of every scale, from large established corporations to emerging startups, to transform their **visionary ideas** into tangible **products**.”

With over 20 years of hobbyist and almost **15 years of professional programming** experience, my passion for computing encompasses everything from hardware to software.

About me

- * August 16th, 1986 in Munich
- ☎ +49 176 624 224 77
- 📍 Unterschleißheim, Germany
- ✉ n.wagensonner@manyminds.de
- 🌐 <https://www.linkedin.com/in/wagensonner>
- 📄 <https://github.com/manyminds>



Nino Wagensonner

Freelance Software Engineer / Consultant

CV

01.2020 - now
Freelance Software Engineer / Consultant

04/2018 - 12/2019
Lead App Developer · The Software Fanatics GmbH

10/2017 - 03/2018
Senior Software Engineer · Brabblers AG

07/2016 - 09/2017
Senior Software Engineer · The Software Fanatics GmbH

09/2012 - 06/2016
Software Engineer · Voycer AG

08/2014 - 05/2015
Freelance Software Engineer

08/2011 - 09/2012
Junior Software Engineer · Travian Games GmbH

09/2009 - 07/2011
Ausbildung Fachinformatiker Anwendungsentwicklung · pauldirekt GmbH

09/2007 - 08/2009
Computer Science Student · Technical University of Munich

08/2007
Abitur · Willi Graf Gymnasium Munich

2005 - 2012
Voluntary Leadership of a Children's Summer Camp · KJG Freimann

Skills

App Development
Flutter, SwiftUI

Frontend
React, SvelteJS, Node.js, ES6, TypeScript, Redux

Backend
Golang, NodeJS, PHP, Apollo GraphQL, Java, C, Rust

Infrastructure
LLM, Kubernetes, Docker, MySQL, PostgreSQL, MongoDB, Firebase, Cassandra, gRPC, RabbitMQ, GCE, Neo4j

Tooling
NeoVim, Git, Blender, Sketch, Figma, Adobe XD

Working Method
Continuous Integration, Clean Code, Test Driven, Pair Programming, Scrum, Kanban

Soft Skills
Team Player, Mentor, Solution- Oriented, Effective

Languages
English, German



Success Stories



The Project

At aidhere, my key responsibility was developing the Kontina app, an innovative whitelabel solution aimed at providing a foundation for future applications.

The project required me to build a backend architecture prototype and to develop a versatile and adaptable package structure for the app, utilizing the Flutter Framework.

Kontina features components such as a diary, dynamic rendering of cms content, reminder notifications, biometrics, and much more.

Tasks

- Flutter App and Web Development
- Backend Services in Go
- Mentoring of the existing Development Team
- Integration and Unit Testing

Challenges

- Custom offline-first sync mechanism
- Reusable packages for whole features
- A cms built with flutter that renders the same components as the app
- to preview the content for the content creator on the fly

Technologies

Flutter Golang Riverpod Kubernetes Telekom Cloud

aidhere





The Project

The social startup Lokal-digital.click operates Germany's largest cross-industry and actively moderated community for Ausbildungen in Germany with its brand Azubi.click. I was tasked to build an app where users can find possible open Ausbildungsstellen around their location or a location of their choosing.

Tasks

- Flutter App Development
- Backend Services in Go
- Building a web crawler
- Location based search

Challenges

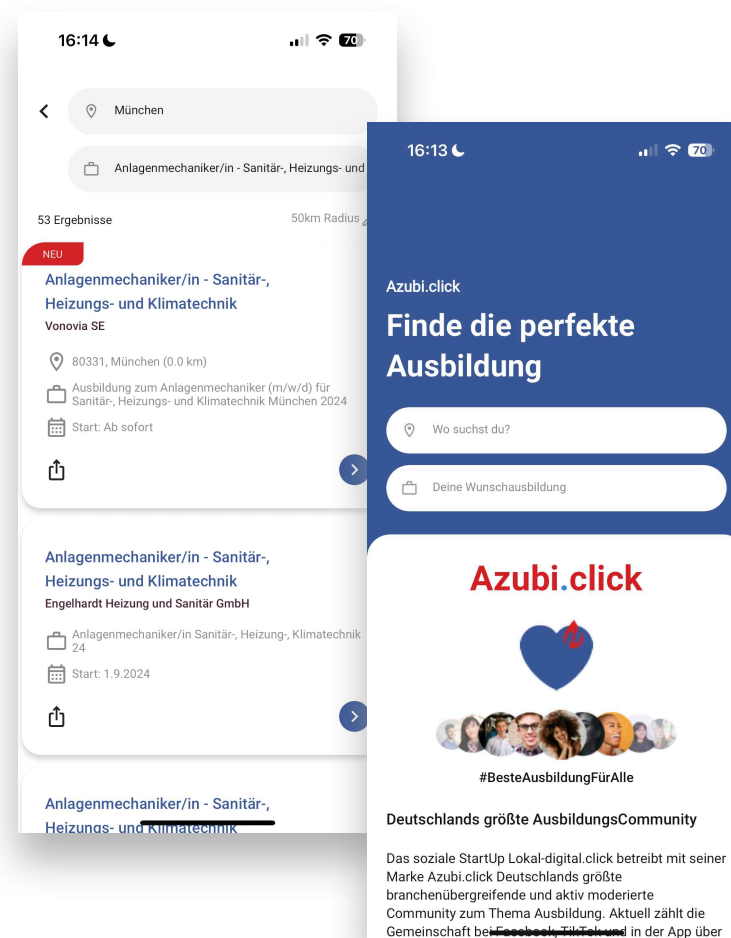
- Getting search results just perfect
- Low Budget

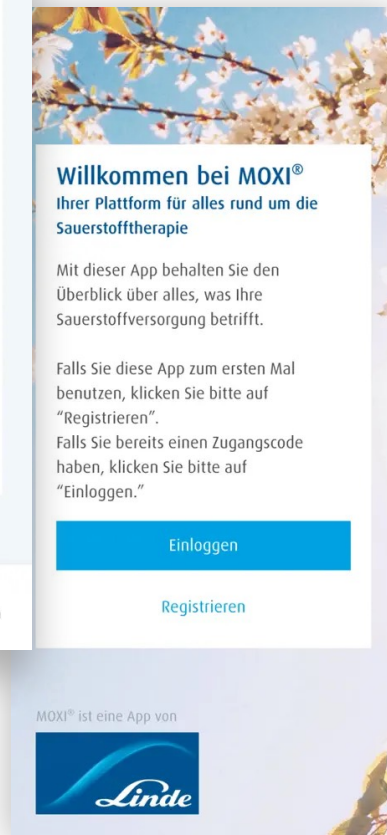
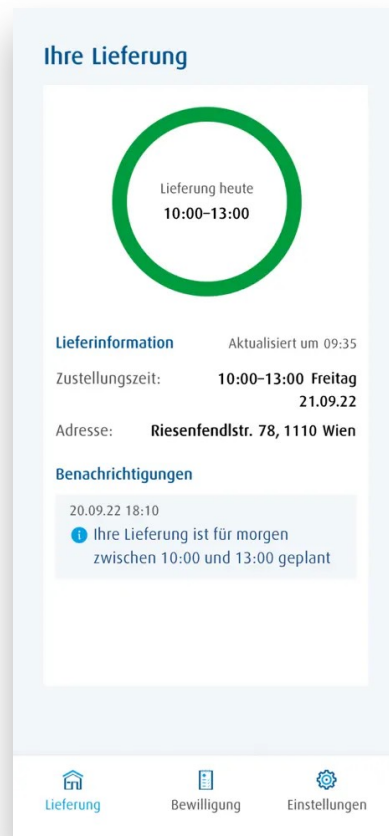
Technologies

Flutter Golang Riverpod Blevé Google Cloud Docker



Azubi.click





The Project

The company Motius was commissioned by Linde to build an app that allows patients to track the deliveries of their oxygen cylinders.

As part of this, I was contracted by Motius to work with the development team of Linde Austria to realize the backend for this purpose, and to assist in the development of the app.

Tasks

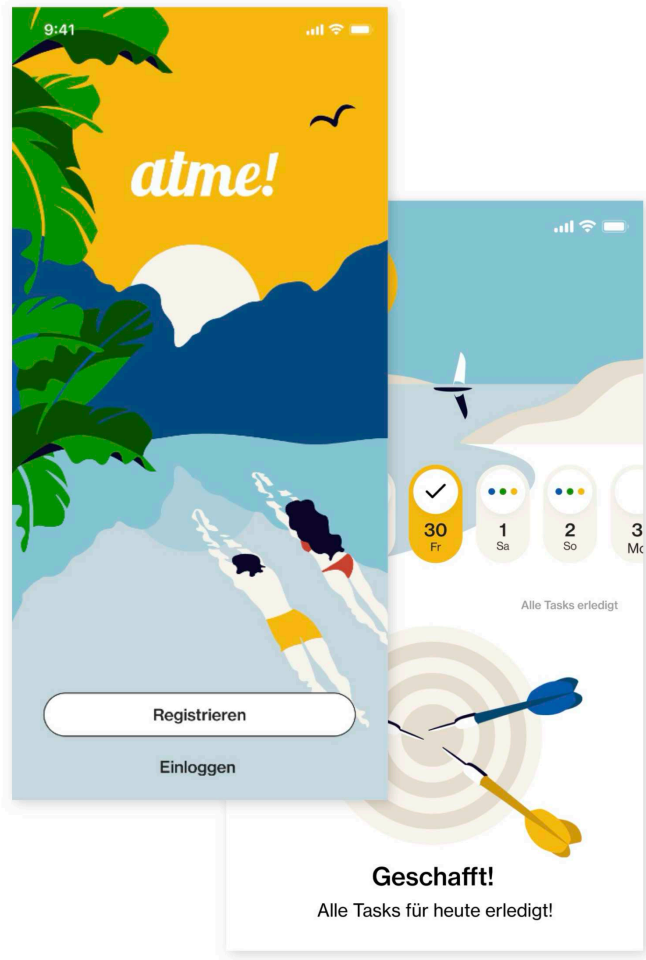
- Backend Development with Google Cloud
- Building GDPR compliant APIs for data synchronization
- Realtime synchronization for the app with Firebase

Challenges

- Super short timeframe of one month
- Parallel building of apis with almost no integration time

Technologies

Flutter Golang Firebase Google Cloud Functions SFTP



atme!

Soccerbrands GmbH

The Project

The goal of atme! app is to assist people bettering their lives.

With the help of a personal algorithm each user gets daily tasks according to their needs to live a healthier live. Tasks range from meditation, to drinking water, to making small workouts.

On behalf of Soccerbrands GmbH, I led the development process and implementation of an app for end users on iOS/Android. The project utilized a serverless architecture with a Firebase backend, programmed in TypeScript, and was tested with Jest.

Tasks

- Full-Stack App Development
- Technologies: Firebase, Flutter, TypeScript
- Setting up CI/CD pipelines
- Implementation of code review processes
- Coaching the existing team
- Concept planning

Challenges

- small team of juniors
- backend synchronization with external partner

Technologies

Flutter Typescript NodeJS Firebase Google Cloud Functions



a
**MODERN
GOVERNANCE**
company

The Project

Brainloop is the leading provider of highly secure data room solutions for secure collaboration on confidential documents.

I support the team regularly in developing a highly secure product in a microservices environment.

This included using vault for securing credentials used in the cluster and other microservices de facto standards such as service discovery and event sourcing.

Tasks

- Support the team scalable solutions
- Backend Development
- Frontend Development

Challenges

- big codebase with complex concepts
- ultra high security

Technologies

Golang React ActiveMQ CQRS





The Project

On behalf of Bornholdt Lee GmbH, I assisted in the development of an app designed to support breast cancer patients. The app was constructed to be eligible for DiGA certification.

Tasks

- Flutter development according to ISO Standard 62304
- Specification of APIs with the backend team

Challenges

A significant challenge in this project was the rather tight deadline of just three months.

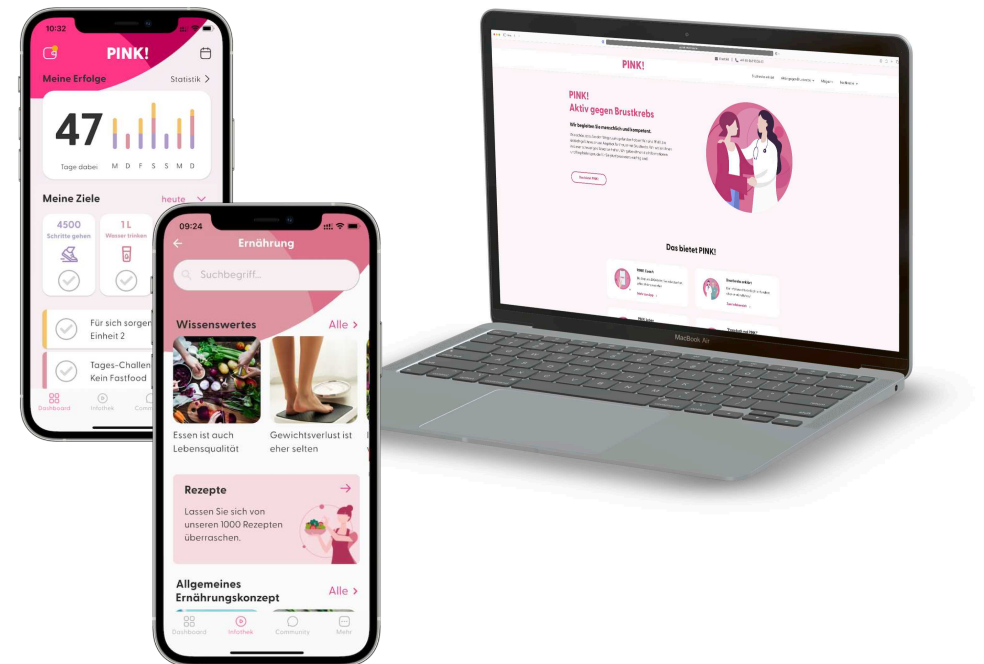
Technologies

Flutter

Flutter Bloc

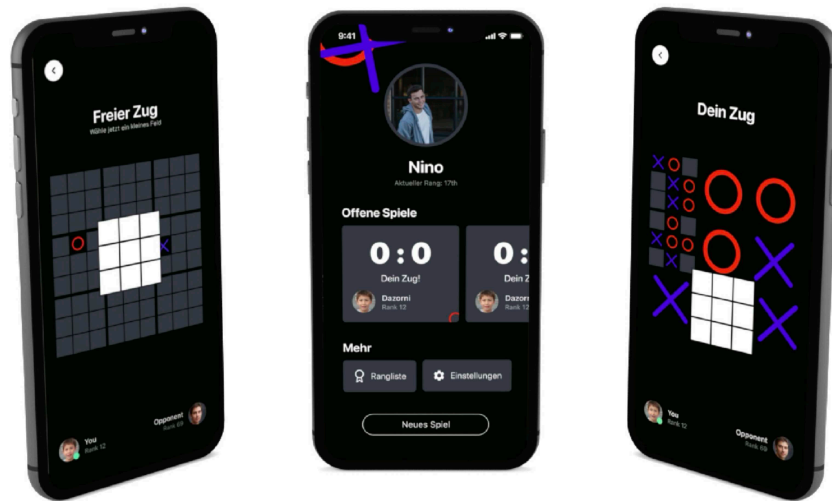
Hive

Clean Architecture





Sebastian Zorn



The Project

The Tic Tac Nine app has been released as a cross-platform multiplayer game in the app stores.

The backend was entirely implemented in Firebase, featuring player matching and a few AI opponents who occasionally play against real players.

Tasks

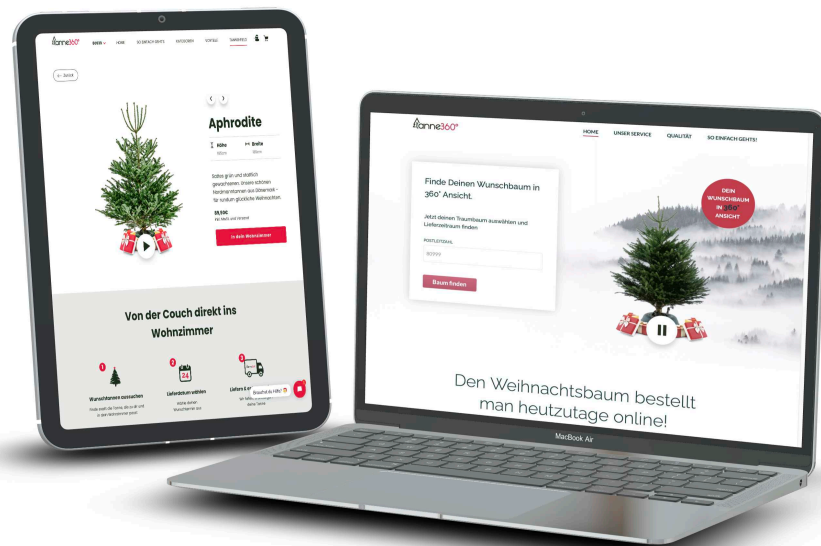
- App Development with Flutter
- Backend Development with Firebase
- Ai implementation

Challenges

- Matchmaking with players and ai opponents

Technologies

Flutter Golang Google Cloud



The Project

Tanne360 is a seasonal, local project that went live for the first time in December 2019 and launches every year since then.

On the Tanne360 website, every customer can view the exact christmas tree in a 360° view, which they can also order.

Additionally, buyers (similar to Amazon PrimeNow) can define a delivery window in which they receive their tree.

The project was implemented using Shopify.

Tasks

- Technological evaluation, prototyping, and implementation of the 360° view
- Shopify setup - Delivery time module for Shopify
- Photographing and isolating the trees

Challenges

- Finding a good setup that allowed us to get a tree in high quality from the studio to the website

Technologies

Shopify

Javascript

Photoshop



aidhere

The Project

The Zanadio app by Aidhere GmbH is a medical mobile application aimed at supporting patients in obesity therapy.

The app includes a personal coach, connections to smart devices such as a Wi-Fi scale, a fitness bracelet, and others.

The biggest challenge in this project was the high software requirement for certification as a medical product and the use of the SaaS backend chino.io.

Tasks

- Flutter development according to ISO standard 62304
- Integration of fitness hardware via Bluetooth
- Implementation of a video chat with agora.io.

Challenges

- Different Bluetooth integrations
- Short Time to Market

Technologies

Flutter Chino.io Agora.io Thryve.health





creativesuit7

The Project

Hoiz was created in 2019 for the Oktoberfest in Munich.

The iOS and Android app was based on a system where there were daily contests in which the best Oktoberfest photo won.

Prizes were provided by partner companies in Munich, whose banners were displayed while users rated the submissions of other participants.

The photo rating process was similar to Tinder, using swiping.

The app was developed in Flutter, with a Golang backend and Postgres as the database.

Tasks

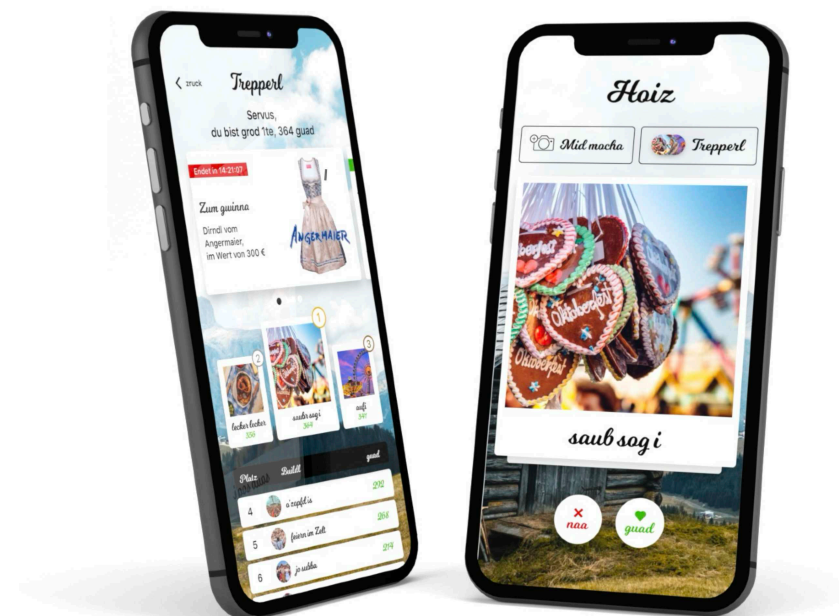
- Building the Backend
- Flutter development
- Maintenance of Campaigns / Prices / Sponsors

Challenges

- Getting through the Apple Review
- Handling traffic spikes

Technologies

Golang Flutter PostgreSQL





Your project could be on this slide! 📄