

## Work experience

05/2022 - present

**Software Engineer** at **Celonis**, Munich, DE

Java Spring Boot TypeScript Angular Docker Kubernetes PostgreSQL

working on Data Integration

01/2020 - 04/2022

**Junior Software Engineer** at **Celonis**, Munich, DE

Java Spring Boot TypeScript Angular Docker Kubernetes PostgreSQL

working on Event Collection

12/2018 - 11/2019

**Full Stack Developer** at **Aiderly GmbH**, Berlin, DE

React TypeScript styled-components GraphQL Apollo Hasura PostgreSQL

- Consult on technology stack decisions and define good developer experiences
- Refine user flows, comply with accessibility standards
- Define and transform component APIs as well as database schema
- Design & develop new features with react; setup communication with back-end services
- Maintain and adapt existing features of the Aiderly software

08/2018 - 10/2018

**Engineering-Fellow** at **Tech4Germany**, Berlin, DE

gulp.js HTML Sass JavaScript Vue.js Figma UX

- Investigated user base, worked agile, iteratively prototyped, early user testing
- Redesigned web presence (approx. 85M Euro revenue in 2017) iteratively
- Coded accessible website, added mobile viewport, built design system
- Presented in front of the Minister of State (Digitisation) and Germany's Chief of Staff

06/2015 - 08/2015

**Tutor in Computer Science** at **Ludwig Maximilian University of Munich**, DE

## Education

04/2018 - present

**Ludwig Maximilian University of Munich**, DE

Pursued degree: M.Sc. in Computer Science, Average grade: 1.35

- Working on master thesis in the area of logic based complex event processing on uncertain data implemented in Rust
- Implemented P2P application based on Chord algorithm (by MIT) in Rust (graded 1.0)
- Built real-time interactive web app with Scala.js Frontend and Scala Backend (1.0)

01/2019 - 07/2019

**Leiden University**, NL

Study abroad (Spring 2019), Computer Science, Erasmus+ Grant

10/2013 - 04/2018

**Ludwig Maximilian University of Munich**, DE

B.Sc. in Media Informatics and Minor Human-Computer Interaction, Average grade: 2.10

- Thesis "Axis- Plus Content-based Control for Camera Drones: Design and Evaluation of User Interface Concepts" (graded 1.0, Advisor: [Axel Hösl](#)) and disputation (1.0) led to conference participation where peer-reviewed paper [1] was presented
- Won 1st place at AI tournament with Settlers of Catan implementation in Java (1.0)

## Scholarships and Grants

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| 02/2019 | Received grant from <b>Erasmus+ programme</b> , EU to study abroad at the Leiden University, NL for half a year ( <i>Amount: 360,00 € (monthly), Duration: 5 months</i> )               |
| 09/2018 | Received scholarship from <b>VolkswagenStiftung</b> , DE to drive digitisation in Germany as a <b>Tech4Germany fellow</b> ( <i>Amount: 1.400,00 € (monthly), Duration: 2,5 months</i> ) |

## Volunteer experience

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| 2013 - 2014 | <b>Mentor</b> at <b>Lewis and Clark College</b> , Munich, DE<br><i>Year of Study in Munich program</i> |
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## Certifications

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| 24 June 2018 | <b>Erasmus+ Online Linguistic Support (OLS)</b> , EU<br>English language assessment at level C2 CEFR  |
| 24 June 2016 | <b>Leipzig University of Applied Sciences</b> , DE<br>English in Computer Science and Information Technology at level C1.1 CEFR (Grade 1,0) |

## Research

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Axis+Content [1] was written & submitted to DroNet@MobiSys 2018 by Andreas with the help of [Axel Hösl](#) and [Andreas Butz](#). It received overall merit *accept* and *weak accept* by two knowledgeable reviewers, and was accepted as one of 6 full papers (out of 26 submissions). See also his publication profiles at [DBLP](#) and [Google Scholar](#)

## Talk

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| 15 June 2018 | <b>Full paper presentation</b> of Axis+Content [1]. At 4th ACM Workshop on Micro Aerial Vehicle Networks, Systems, and Applications (DroNet 2018) @ MobiSys 2018. Munich, DE At the <i>conference</i> , Andreas held an <i>18-minute talk</i> to present the full paper and answer questions in the Q&A afterwards. |
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## Skills

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| <i>Languages</i>                         | German (native), English (fluent)  |
| <i>Programming languages &amp; tools</i> | React, TypeScript, JavaScript, Java, Scala, Swift, Spring Boot, Angular, Docker, Python, C#, Rust, GraphQL, REST, PostgreSQL, SQL, HTML/CSS, R, Git, LaTeX |
| <i>Organization</i>                      | LMU Alumni Informatik e.V.   |

## References

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- [1] Andreas Ellwanger, Axel Hoesl, and Andreas Butz. “Axis- Plus Content-based Control for Camera Drones: Design and Evaluation of User Interface Concepts”. In: *Proceedings of the 4th ACM Workshop on Micro Aerial Vehicle Networks, Systems, and Applications*. DroNet’18. Munich, Germany: ACM, 2018, pp. 9–14. ISBN: 978-1-4503-5839-2. DOI: [10.1145/3213526.3213529](https://doi.org/10.1145/3213526.3213529). URL: <http://doi.acm.org/10.1145/3213526.3213529>.