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Patrick Treppmann

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EDUCATION

RWTH AACHEN
M.Sc. Computer Science
Apr 2022 - Present
Specialization:
- Software Engineering
- Artificial Intelligence
- Distributed Systems

UNIVERSITY OF WUPPERTAL
B.Sc. Computer Science
Oct 2018 - Mar 2022
Final Grade: 1.6 (3.4 GPA)
Thesis: Imitation Learning with Action Suggestions by an Expert

SKILLS

TECHNICAL
Frontend:
React • JavaScript • HTML • CSS
Backend:
Java • Spring • Python • SQL • MongoDB • REST
Infrastructure | DevOps:
Linux • Docker • Git • AWS

NON-TECHNICAL
Languages:
German (native) • English (fluent) • Spanish (basic)
Soft-Skills:
Communication • Time management

SCHOLARSHIPS

DEUTSCHLANDSTIPENDIUM
Scholarship for high-achieving and committed students

RWTH Aachen
Oct 2022 - Present

University of Wuppertal
Oct 2019 - Mar 2022
- extended in Oct 2020 Oct 2021

EXPERIENCE

TEQYARD GMBH | Working Student - Software Engineering
Sep 2022 - Present | Remote
- implemented a data-driven approach to detect pauses in vehicle data using **Python**
- achieved the automated analysis of 200.000+ vehicles each month by implementing a machine learning pipeline on **AWS**

UNIVERSITY OF WUPPERTAL | Student Assistant
Chair of IT-Security and Cryptography
Feb 2021 – Jan 2022 | Wuppertal, Germany
- assisted the researchers with the extension of an OpenSSL fork to prevent replay attacks on 0-RTT sessions when using TLS

COROPLAST FRITZ MÜLLER GMBH CO. KG | Working Student
Feb 2021 – Jan 2022 | Wuppertal, Germany
- automated various business processes by writing **Python** and **Powershell** scripts
- digitalized a process for in-house restaurant orders within the company by implementing an application with the low-code platform Microsoft Power Apps

SOFTWARE PROJECTS

LEARNING MANAGEMENT SYSTEM DASHBOARD
- built a dashboard in **React** to display learning management analytics for students and lecturers
- this university project was done in a group of five students using **agile** development methods

SORTING ALGORITHM VISUALIZER
- built a web application in **React** to visualize how different sorting algorithms work on data
- implemented Bubblesort, Insertion Sort, Selection Sort, Mergesort, Quicksort and Heapsort

ONLINE CHESS GAME
- built and deployed a full-stack application to play the game of chess online against a friend
- frontend is built as a **React** single page application
- backend is built with **Java** and **Spring** and allows clients to connect using the **Websocket** protocol