

# Michael Hoffmann Software Engineer

19 August 1986



Munich (Germany)



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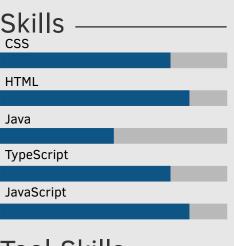
https://www.mokkapps.de

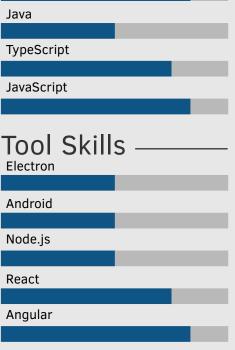


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## About me —

Highly committed, agile personality with broad experience in the field of application development. Experience in working in agile team settings. Delivering excellent results and used to work under pressure.





#### Interests

Mobile, game and frontend development. Cryptocurrencies. Video games. Cycling.

### Education

2013-2015 Technical University of Munich, Munich/Germany Master of Science in Electrical Engineering 2009-2013 University of Applied Sciences Deggendorf/Germany Bachelor of Science in Electrical Engineering 2006-2009 Technical Vocational School Cham/Germany Training as an electronics technician for devices and systems Technical High School 2004-2006 Cham/Germany Technical high school diploma

#### Experience

since 2015 jambit GmbH, Munich/Germany

Automotive

Finance

Software Architect & Project Manager & Scrum Master

- Development of an operation dashboard based on Angular 4+ Development of A4A (Apps for Automotive) based on Vanilla
- JavaScript for a leading German car manufacturer
- iOS development using Swift for a leading German car manufacturer
- Project lead and Scrum Master for up to 4 team members and key contact for client

2015 BMW Forschung und Technik GmbH, Munich/Germany Automotive Master Thesis: "Concept and Prototype Development of an Event-Driven Architecture for an Intermodal Route Guide"

2015-2016 National Instruments Gmbh, Munich/Germany

Working Student, Application Engineering & Academic Team

 Training leader for LabVIEW Core 1 & 2 trainings at TU Muenchen

2014 Technical University of Munich, Munich/Germany Digital Technology Working Student, Chair for Digital Technology, Distributed Multimodal Information Processing Group

> • Development of a mock-up version of a travel guide for seniors based on Android

2012-2013 Bertrandt AG, Munich/Germany

> Bachelor Thesis: "Development of an Android smartphone application to control and visualize sensors and actors which meet the KNX standard"

2011-2012 National Instruments, Munich/Germany

**Applications Engineering** 

Internship

- Technical customer support for hardware and software
- Intern project in Madrid (Spain) for two month

2010-2016 www.rebelgamer.de

Gaming

Automotive

Co-Founder

- · Head for up to six content journalists
- Responsible for the Content Management Software (WordPress)
- · Relationship management with game publishers and game developers

2006-2009 Zollner AG, Zandt/Germany

Apprenticeship, Electronics technician for devices and systems

### Languages

German Native speaker

English Good working knowledge