Personal data -

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Summary –

12+ years of diverse software engineering experience with specialties in software architecture design, infrastructure operation, backend development, and security engineering.

Projects -

Some awsome studio @ Awesome Game development Project leader

2018 - 2024

Skills —

Tools Python, C/C++, LAT_FX

Operating systems Windows €, Linux ∆

Experience —

Project leader @ Some awsome studio 05.2016 – 09.2018 responsibilities: ...; projects: ...

ML Engineer @ Some awsome studio 05.2016 – 09.2018 responsibilities: ...; projects: ...

Programer @ **Some awsome studio** 05.2016 – 09.2018 responsibilities: ...; projects: ...

Education –

University of Shire
Middle-earth studies, bachelor studies, thesis: History of Hobbits

University of Hobbiton
Middle-earth studies, master studies, thesis: History of Dwarfes

Internships —

Internship @ Studio 1
Apprentice

Internship @ Studio 2
Apprentice

2016 – 2017

2017 – 2018

Publications 1. John Smith. Publication 1 title. Journal 1, 2016. 2. John Smith. Publication 2 title. Journal 2, 2017. 3. John Smith. Publication 3 title. Journal 3, 2018. Conferences First Conference: "Hobbits and their habits" > presentation "Hobbit's cuisine" > poster "Hobbit's cuisine" Conference "Hobbit's cuisine" Conference "Hobbit's cuisine" Conference "Hobbit's cuisine" Conference "Hobbit's cuisine" 2018 Conference "Hobbit's cuisine" Confere

Driving license, FCE certificate

Scientific algorithms, data structures

Non-scientific sci-fi culture, hiking, modeling