Frank Muenchmeyer

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Personal Informations

Nationality:	German
Date of birth:	18.01.1987
Gender:	Male
Marital Status:	single
Website:	http://muenchmeyer.com

Professional Experience

Since 04/2016 Self-Employed
Claregalway, Co. Galway

Senior Software Engineer

- Backend development for private customers with PHP, Ruby on Rails and MySQL
- Further development of an CMS based on PHP
- Server maintenance of a Ubuntu system

03/2014 - 03/2016 Kumukan GmbH - manualONE (https://www.manualone.com)
Cologne, Germany

Senior Software Engineer

- Responsible for the architecture of all services based on a microservice infrastructure with Amazon Web Services
- Implementing new features in the backend services with Ruby on Rails
- Setup and maintenance of an self hosted Elasticsearch and a managed Elasticsearch cluster
- Setup the test environment and integration tests with Jenkins
- Loadtesting of all services
- Responsible for the iOS Development with Objective-C

03/2013 - 02/2014 Adcloud GmbH, Cologne, Germany

Senior Software Engineer, Software Architect

- Supervising a developer team
- Responsible for the architecture of services with Amazon Web Services
- Implement new services to increase the revenue based ad delivery with Ruby on Rails, CakePHP and MySQL
- Responsible for the technical corporate liquidation

01/2013 - 03/2013	Adcloud GmbH, Cologne, Germany

Senior Software Engineer, Product Manager

- Product Manager/Product Owner of one Scrum based team
- Planning new projects, technologies and implementation details
- Implementing new algorithms into the revenue based ad delivery
- Improving the scalability of our internal services and the Node.js adserver

03/2009 - 12/2012	Adcloud GmbH, Cologne, Germany

Software Engineer

- Developing the front- and backend for the customers
- Further developing the revenue based ad delivery

07/2008 - 04/2009	GIGA Digital Televison GmbH, Cologne, Germany

Software Engineer

- Developing landingpages for the customers
- Further development of the company created web-framework
- Developing of communty driven games

Volunteering Experience

Since 08/2013	Cheesy Meat Games (http://cheesy-meat-games.com/en/)

Mobile Game Development for iOS

- Developing a memory based game
- Developing a mathematic game for kids

11/2006 – 07/2008	„Die 4. Offenbarung" (The 4th Coming) MMORPG (at this time hosted by Gamigo AG)

Game Development and Game Master

- Improve game engine
- Develop new tools for users and the support team
- Design and add new quests
- Technical support in game and in the forum

Education

08/2007 – 07/2008	Vocational school ("Berufsbildende Schulen III"), Magdeburg

Advanced technical college entrance qualification
Specialisation: information technology

08/2005 – 08/2007	Vocational school ("Berufsbildende Schulen III"), Magdeburg

Technical assistant for information technology

Technical Skills

Programming languages:	Ruby (4 years), Objective-C (1.5 years), Python (1 year)
Script languages:	PHP (6 years), HTML5 (8 years), CSS3 (8 years), JavaScript (8 years)
Databases:	MySQL (8 years), Redis (4 years), Elasticsearch (1.5 years), CouchDB (2 years)
Ruby frameworks:	Ruby on Rails, Sinatra
Python frameworks:	Django
Game development frameworks:	Cocos2d
JavaScript frameworks:	Node.js, jQuery
PHP frameworks:	CakePHP
Test frameworks:	RSpec, XCTest, PHPUnit
Continuous Integration:	Jenkins, CruiseControl
Version Control:	Git, SVN
Monitoring Tools:	Icinga, Nagios
Operating Systems:	Linux (Ubuntu, Debian), Mac OS X, Windows
Cloud Computing:	Amazon Web Services, Qbox (https://qbox.io)
Virtualization:	Docker, VMware, VirtualBox

General Skills

Product/Project Management:	Agile Software Development (Scrum)

Additional skills

Languages:	German: native speaker
	English: fluent
Driving licence:	Full EU

Personal interests
Videogames
Game Development
Movies