

Tobias HAHNEN

PERSONAL INFORMATION

DATE AND PLACE OF BIRTH: 11.07.1998 | Moers
NATIONALITY: German
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WORK EXPERIENCE

JANUARY 2021 - TODAY	Software engineer, VISUS HEALTH IT GMBH <i>R&D: DevOps & Developer Experience</i> Completely remodeling and rebuilding the build infrastructure for all core JiveX products, introduction and implementation of automated user interface tests including the build and deployment infrastructure. Revision and elaboration of the regulatory and technical parts of the development, release and patch processes within the R&D department (including tooling).
MARCH 2020 - JUNE 2020	Internship: Software engineer, THYSSENKRUPP STEEL EUROPE AG <i>Systems and process technology</i> Software development (including analysis of the existing and technical modeling of a new system) of an automatic process for the optimization of residual quantities of steel in a SMS group continuous casting system at the GWA Bruckhausen facility. The software to be developed consisted of cutting length optimization and residual end minimization.
FEBRUARY 2019 - FEBRUARY 2020	Student Assistant: Software engineer, UNIVERSITY OF APPLIED SCIENCES NIEDERRHEIN - iPattern Institute for Pattern Recognition Labeling of real time data and also software development for automatic testing and evaluation . Software development for a project based on medical image and pattern recognition. Research and software development for a medical technology project.
AUGUST 2017 - MARCH 2018	Student Assistant: Technician, UNIVERSITY OF DUISBURG-ESSEN <i>Chair of general cognitive psychology</i> Software development and maintenance of a psychological evaluation procedure . Administration of Linux / MS Windows servers. Administration and servicing of employee computer systems using MS Active Directory. Elaboration of an existing IT infrastructure documentation.

EDUCATION

MARCH 2018 - DEZEMBER 2020	Computer science, University of Applied Sciences Niederrhein, Krefeld <i>Degree: B.Sc. - Final grade: 2.0</i> Bachelor thesis: "Refactoring of an Identity Management Application for the community laboratories of the chair of computer science"
OCTOBER 2016 - MARCH 2018	Applied Computer Science, University of Duisburg-Essen, Duisburg <i>Focus: Engineering</i>
FALL 2008 - JULY 2016	Abitur, Grafschafter Gymnasium, Moers <i>Final grade: 2.0</i>

PUBLICATIONS

Pohle-Fröhlich, R., C. Dalitz, C. Richter, T. Hahnen, B. Stäudle und K. Albracht. "Estimation of Muscle Fascicle Orientation in Ultrasonic Images". In: *Proceedings of the 15th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications - Volume 5: VISAPP*. INSTICC. SciTePress, 2020, S. 79–86. DOI: [10.5220/0008933900790086](https://doi.org/10.5220/0008933900790086).

LANGUAGES

GERMAN: Native language
ENGLISH: Fluently (B2 / C1)

IT CAPABILITIES

Programming languages: Python, Kotlin / Groovy / Java, C / C++, SQL, PHP, JavaScript, Visual Basic (.NET)
Build automation: Gradle (including Plugin development), Ant, Jenkins (including shared library development), GitHub Actions, CMake
Software applications: SonarQube, GitHub, BitBucket / Jira / Confluence, Eclipse (including Plugin development)
Frameworks / Libraries: CherryPy, JUnit, JavaFX, SQLite
Technologies: Git, Mercurial, Legacy Code, REST, Docker
Operating systems: UNIX based OS (macOS, Linux, QNX), MS Windows
Additional skills: \LaTeX , Markdown, Scrum / Kanban

ADDITIONAL CAPABILITIES

Processes: Development / Release / Patch processes
Version control: Repository strategies, concepts of modularization, monolithic / micro service structures
Tooling: Technical documentation, version control systems

VOLUNTARY ACTIVITIES

WINTER 2016 Student Council: Computer Science
- MARCH 2018 *University of Duisburg-Essen*

WINTER 2014 Leader of the **Code for Niederrhein** Lab:
- SUMMER 2018 *Open Knowledge Foundation Germany*

PERSONAL INTERESTS

Build systems, process optimization and automation, open source software, historical computer systems, aeronautics and aerospace technology including history, photography, Pen & Paper, board games