TOBIAS KLINGENBERG

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EDUCATION

Technical University of Munich   **Munich, BY**

Master of Science, Informatics / Computer Science   Oct 2025 – Present

- Specialization in Software Engineering, Cybersecurity and Machine Learning and AI

Technical University of Munich   **Munich, BY**

Bachelor of Science, Informatics / Computer Science   Oct 2022 – Sep 2025

- Minor in Management and Economics
- Relevant Coursework: Software Engineering, Functional Programming, Data Structures and Algorithms, Computer Networks, Operating Systems
- Projects: Developed a Swift application for iOS, implementing real time warning system for Siemens factory workers

Goethe University Frankfurt   **Frankfurt, HE**

Bachelor of Science, Economics and Business Administration   Oct 2021 – Sep 2022

- Reorientation of studies towards computer science

EXPERIENCE

R&D Software Engineering   **Feb 2026 – Present**

Siemens AG / FT, Working Student   *Munich, BY*

- Development of AGV localisation via tracking and embedded systems

IT-Infrastructure and Administration   **Jun 2025 – Present**

Siemens AG / CYS-OE-IS, Working Student   *Munich, BY*

- Deployment and configuration of IT infrastructure for Siemens Cybersecurity (Proxmox)
- Development of onsite monitoring systems
- Automation of intra service synchronization

Software Engineering Intern   **Oct 2024 – Feb 2025**

TUM / iPraktikum / Siemens, Practical Course   *Garching, BY*

- Developed the iOS application "Safeguard" that tackles EHS challenges
- Focus on Swift UI development, Kubernetes Deployment, Supabase Backend

Software Engineering Coding Camp   **Sep 2024 – Sep 2024**

Itestra GmbH / Summer Coding Camp 2024   *Munich, BY*

- Focus on modeling and development of Unity Applications

PROJECTS

Playwright Test Suite / Theia IDE

TypeScript, Playwright

- Developed a comprehensive test suite for the Theia IDE using Playwright during my bachelor thesis
- Focus on scalable end to end testing, including the development of a custom test runner

HoloLens AR Game

C#, Unity, MRTK3

- Mapping of MusicXML piano sheets to Unity GameObjects, MRTK UI

Personal Portfolio / tobiwn.me

HTML, CSS, JavaScript, PHP

- Full profile and user system, including email authentication and management

SKILLS

Programming Languages: Java, Python, C/C#, SQL, JavaScript/TS, HTML/CSS, PHP, Dart, Swift, OCaml
Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, CLion, Rive, Slack
Peronal Interests: Arduino, Raspberry Pi, Hardware Installation/Maintenance, Apple Ecosystem
Languages: German (native), English (fluent), Chinese (basic)