

# TOBIAS KLINGENBERG

+49 178 8759080 | [tobikli@pm.me](mailto:tobikli@pm.me) | [tobiwn.me](http://tobiwn.me) | [linkedin.com/in/klingenberg](https://linkedin.com/in/klingenberg) | [github.com/tobikli](https://github.com/tobikli)

## EDUCATION

<b>Technical University of Munich</b> Master of Science, Informatics / Computer Science • Specialization in Software Engineering	<b>Munich, BY</b> Oct 2025 – Present
<b>Technical University of Munich</b> Bachelor of Science, Informatics / Computer Science • 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	<b>Munich, BY</b> Oct 2022 – Sep 2025
<b>Goethe University Frankfurt</b> Bachelor of Science, Economics and Business Administration • Reorientation of studies towards computer science (1.3 1-5 scale)	<b>Frankfurt, HE</b> Oct 2021 – Sep 2022

## EXPERIENCE

<b>IT-Infrastructure and Administration</b> Siemens AG / CYS-OE-IS, Working Student • Deployment and configuration of IT infrastructure for Siemens Cybersecurity (Proxmox) • Development of onsite monitoring systems	<b>Jun 2025 – Present</b> <i>Munich, BY</i>
<b>Software Engineering Intern</b> TUM / iPraktikum / Siemens, Practical Course • Developed the iOS application "Safeguard" that tackles EHS challenges • Focus on Swift UI development, Kubernetes Deployment, Supabase Backend	<b>Oct 2024 – Feb 2025</b> <i>Garching, BY</i>
<b>Software Engineering Coding Camp</b> Itestra GmbH / Summer Coding Camp 2024 • Focus on modeling and development of Unity Applications	<b>Sep 2024 – Sep 2024</b> <i>Munich, BY</i>
<b>Audit and Finance</b> DSJ AG, Working Student • Annual audit of medium to large financial services, including PIE clients • Audit of financial intermediary, including audit according to 34f GewO	<b>Dec 2021 – Jul 2022</b> <i>Frankfurt, HE</i>

## PROJECTS

<b>Playwright Test Suite / Theia IDE</b> <i>TypeScript, Playwright</i> • 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	
<b>HoloLens AR Game</b> <i>C#, Unity, MRTK3</i> • Mapping of MusicXML piano sheets to Unity GameObjects, MRTK UI	
<b>Personal Portfolio / tobiwn.me</b> <i>HTML, CSS, JavaScript, PHP</i> • 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  
**Personal Interests:** Arduino, Raspberry Pi, Hardware Installation/Maintenance, Apple Ecosystem  
**Languages:** German (native), English (fluent), Chinese (basic)