

# TOBIAS KLINGENBERG

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## EDUCATION

### Technical University of Munich

Master of Science, Informatics / Computer Science

- Specialization in Software Engineering

Munich, BY

Oct 2025 – Present

### Technical University of Munich

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

Munich, BY

Oct 2022 – Sep 2025

### Goethe University Frankfurt

Bachelor of Science, Economics and Business Administration

- Reorientation of studies towards computer science (1.3 1-5 scale)

Frankfurt, HE

Oct 2021 – Sep 2022

## EXPERIENCE

### IT-Infrastructure and Administration

Siemens AG / CYS-OE-IS, Working Student

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

Jun 2025 – Present

Munich, BY

### Software Engineering Intern

TUM / iPraktikum / Siemens, Practical Course

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

Oct 2024 – Feb 2025

Garching, BY

### Software Engineering Coding Camp

Itestra GmbH / Summer Coding Camp 2024

- Focus on modeling and development of Unity Applications

Sep 2024 – Sep 2024

Munich, BY

### Audit and Finance

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

Dec 2021 – Jul 2022

Frankfurt, HE

## 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

**Personal Interests:** Arduino, Raspberry Pi, Hardware Installation/Maintenance, Apple Ecosystem

**Languages:** German (native), English (fluent), Chinese (basic)