



RICO

TREBELJAHR

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SOFTWARE ENGINEER

ABOUT ME

I am a self-taught software engineer and excellent problem solver, who loves to learn new things. My core strength is in the Typescript/Javascript ecosystem, but I am quite flexible with tech, having worked in Python and Golang environments as well.

WORK

Ironhack

Jan. 2022 - now

Lead the teaching efforts of 3 cohorts at Ironhack, teaching 60+ people how to become Fullstack Web Developers. Sharing my knowledge and expertise, and conducting both full-time and part time classes.

ESA

Oct. 2021 - Dez. 2021

Worked on a project at the European Space Agency to build tools for avoiding collisions of satellites with space debris. Lead the efforts to automate deployments with Ansible.

KLARNA

Jan. 2021 - Jul. 2021

Worked at Klarna for 6 months as a Software Engineer, as part of their core browser extension team. There I built an automated browser extension testing setup with cypress and wrote the extension's notifications feature.

SOFTGAMES

Jun. 2021 - Apr. 2021

Worked at Softgames as a Junior Full Stack Developer. There I built an ultra flexible and scalable multiplayer server using Golang and a Typescript/RxJS client library to easily adapt to the frontend teams data requirements.

PERSONAL PROJECTS

Quaternius 3D models

2023

Building a 3D viewer for 3D models provided by the talented artist Quaternius for free:
quaternius.trebeljahr.com

Fractal Garden

2022

Building an open-source mathematical exhibition, filled with beautiful fractals. Making it to the hackernews frontpage. fractal.garden

MINECRAFT CLONE

2021

During this project I used ThreeJS to create a small demo clone of the popular game Minecraft. The twist is – this one runs as a webpage and in the browser:
mc.ricotrebeljahr.com

PORTFOLIO PAGE

2020

In this project I gained a lot of experience building progressive web apps and utilizing server side rendering. The combined powers of Gatsby and Netlify let's me host it for free. You can check it out at ricotrebeljahr.com

SKILLS

OVERVIEW

- Full Stack Development
- JAM/MERN Stack
- Server Side Rendered Apps
- Progressive Web Apps
- Multiplayer Game Servers

TECH

- JavaScript, HTML, CSS
- Golang, Python, TypeScript
- React.js, Next.js, Gatsby, Three.js, Pixi.js, p5.js

- Node.js, Express.js, Meteor.js
- DB/Query-Languages: MongoDB, GraphQL, SQL