

Fullstack Software Engineer

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About Me

I am a self-taught fullstack 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

ESA

Oct. 2021 - Dez. 2021

Klarna

Jan. 2021 - Jul. 2021

Softgames

Jun. 2019 - Apr. 2020

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.

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.

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.

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.

Projects

Quaternius 3D models

2023

Fractal Garden 2022

Minecraft Clone

2021

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

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

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

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, GraphQI, SQL