



Yanick Senn

E-Mail info@yanicksenn.com
Website yanicksenn.com
GitHub github.com/yanicksenn

Highlights Java, Kotlin, C#, Maven, Spring, Typescript, Docker, Angular

Education

ZHAW School of Engineering

B.S. in Computer Science
Graduating in August 2022

Zürich

2018 – Now

BBB Berufsbildung Baden

Federal VET Diploma (Application developer EFZ)
Vocational baccalaureate (BMS)

Baden

2012 – 2016

2012 – 2016

Experience

Worldline Schweiz AG

Software-Engineer

- Developing and maintaining software to handle the processing of card payments.
- Holding technical interviews with potential new employees.
- Taking ownership in various projects.
- Presenting new components / tools in department wide trainings.

Zürich

Feb. 2021 – Now

aXenta AG

Software-Engineer

- Developed and maintained the PKCockpit (Management interface for second pillar pension funds based on Angular 9)
- Developed specific web services for clients.
- Presented how to write clean unit tests within the department.
- Enforced a stronger testing culture within a team of senior developers.
- Maintained a Swing frontend and java backend based on EJB2 / EJB3.
- Organized a company internal hackathon to evaluate a suitable web-framework.

Baden-Dättwil

2016 – Jan. 2021

aXenta AG

Software-Engineer Apprentice

- Resolved software bugs and participated in company internal projects.
- Implemented an iOS application that allows full-text search for Swiss laws.
- Developed a tool to unify and automate screenshots for release manuals. (IPA)

Baden-Dättwil

2012 – 2016

Languages

Java	9 y.
Kotlin	2 y.
C#	2 y.
PL/SQL	7 y.
TypeScript	*2 y.
JavaScript / HTML / CSS	*3 y.
Shell / Bash / PS1 / Batch	3 y.

Frameworks & Tools

Maven / Gradle	9 y.
Spring / Spring-Boot	4 y.
Angular	*2 y.
Unity3d	2 y.
Docker	4 y.
Jenkins	4 y.
Jira / Bitbucket / Confluence	9 y.

**Professional experience in total years*

Additional information

Non programming languages

- German (Mother tongue)
- English

Interests

- Motorsports (Go-Kart in Swiss National Championship)
- Gaming
- Game-Development
- Drums