



# Yanik Thurner

Software Engineer

## Profile

I'm a programmer who believes that writing clean code and good system designs are the foundation for building a successful application. However, writing quality code is only half the battle. Communicating your ideas with the team and stakeholders, and being able to adapt based on their feedback, is just as important, if not more so.

## Work Experience

### world4you

Mar 2025 - Jul 2025    Specialist Software Engineer

Mar 2023 - Mar 2025    Software Engineer

Modularization Team - 2 Persons

PHP | Symfony | Python | MySQL

- ▲ Analyzing architectural and quality requirements
- ▲ Visualizing the structure of the code base
- ▲ Defining the target architecture
- ▲ Breaking up the monolith

Webserver Software Team - 3 Persons

Bash | GitLab CI/CD | Linux | Python | SQLite

- ▲ Maintaining the software that powers the shared-hosting platform
- ▲ Redesigning the build and release process

Backend Development Team - 12 Persons

PHP | OpenAPI | MySQL

- ▲ Advancing features through all phases of the Software Development Lifecycle
- ▲ Designing and implementing APIs
- ▲ Reviewing Merge Requests
- ▲ On-boarding of colleagues

### Diakonie Refugee Service

Jan 2017 - Apr 2017    First-Level IT Support

Dec 2015 - Aug 2016    Civil Servant First-Level IT Support

IT Department - 9 Persons

Windows | Windows Server | Linux Server

- ▲ IT support for all Diakonie refugee homes in Austria
- ▲ Occasionally I performed Second-Level tasks too.

## Projects

### Homelab

Selfhosting some of my websites, mailserver, password manager and many other services, because why do it the easy way when you can battle DNS settings.

ansible | bash | docker | ipv6 | Linux | openWRT | opnSense | proxmox | wireshark

### yanik-thurner/nvim-copy-mode

A tmux plugin that replaces the default copy-mode with a neovim terminal. It allows for the usage of all vim movements.

tmux | bash | lua

### yanik-thurner/anno-chan

A program developed as a part of my bachelor thesis. It is an annotation tool with the ability to integrate and evaluate PyTorch object detection models. Thus being able to expose the shortcomings and adapting network and dataset iteratively.

Python | PyTorch | Qt

### yanik-thurner/farm4money

A 3D farming simulator game that was developed as part of the "Computer Graphics" lecture at TU Vienna.

C++ | GLSL | OpenGL

## Contact

yanik@thurner.dev

thurner.dev

The GitHub one is waaay cooler  
imho

Austria not Australia

## Education

(Master Visual Computing)  
without degree @ TU Vienna  
2020 - 2022

**Bachelor Media Informatics and  
Visual Computing**  
BSc. @ TU Vienna  
2016 - 2020

**Computer Science**  
Matura @ HTL Spengergasse  
2011 - 2015

## Skills

Android · Arc42 · Bash · C# · C++ ·  
CI/CD · Docker · Java ·  
JavaScript · Jira · Linux · Nix ·  
OpenAPI · OpnSense · PHP ·  
Proxmox · Python · Rust · Scrum ·  
Software Architecture ·  
Symfony ·  
System Administration · Vim ·  
Wireshark

## Certifications

iSAQB Foundation - Certified  
Professional for Software  
Architecture

**Cisco CCNA (Expired)** 1-4 - Cisco  
Certified Network Associate

**Cisco CCNA (Expired)** Security -  
Cisco Certified Network  
Associate