

Highly self-driven, autodidact, and ambitious with a deep passion for learning things from scratch.

Skills

Considerable Experience (3+ yrs)

[Dart/Flutter](#) [C#](#) [HTML5](#) [CSS3](#) [TypeScript](#) [JavaScript](#) [Vue](#) [Nuxt](#)

Eager to learn more (< 1 yrs)

[Svelte](#) [Blazor](#) [Golang](#) [Automation](#) [TDD](#) [UX](#)

For fun tech & tools

[WebGL](#) [WebASM](#) [C](#) [3D Modelling](#) [Blender](#) [Unity](#) [Godot](#)

Work Experience

Scheppach group

Senior Software Engineer

June 2023 - Present
Augsburg Area, Germany

The slogan of Scheppach is "GOOD WORKING" and stands for good products with modern components and practical functions, as well as excellent service and effective cooperation with a skilled team. Scheppach GmbH develops and trades products regarding woodworking and gardening.

- Technical Lead: Overall technical leadership of projects, including planning, coordination, and monitoring of development processes.
- Shopware Development: Expansion and optimization of the e-commerce system Shopware, including the integration of new features and modules.
- Web: Development of the new Scheppach Homepage and Shop using Nuxt 3 and Shopware
- DotNet: Development of the in-house ERP Software in C# and Blazor
- Crossplatform (Desktop/Web/Mobile): Frontend development of the Warehouse Management System App in Dart/Flutter communicating via Rest-API
- Developing Tools in C#
- PR Code-Reviews via Azure DevOps / git & Software QA Testing

Scheppach group

Software Engineer

Sep 2020 - June 2023
Augsburg Area, Germany

- Developing progressive web apps in Svelte.js/Vue.js/Blazor
- Frontend development of the Warehouse Management System App in Dart/Flutter communicating via Rest-API
- Developing Tools in C#
- PR Code-Reviews via Azure DevOps / git & Software QA Testing

Kinmatec GmbH

Junior Software Engineer

Oct 2018 - Sep 2020
Augsburg Area, Germany

Kinmatec is developing automation and commissioning software for machines, plants and test benches.

- Collaborated with agile scrum teams & stakeholders to develop Web-Interfaces in HTML5 / CSS3 / JavaScript
- Stakeholder driven development and maintainment of the KinRig CSV-Viewer Application in Python and the KinRig Language Exporter/Importer
- PR Code-Reviews via Gerrit / git & Software QA Testing (KinRig 3 Professional, KinRig Python API)
- Mentorship across teams regarding Python

Autodidact (personal learning)

Software Engineering in my spare time

2003 - forever
Remote

- To learn and understand how modern Web-Development works I'm constantly diving into new web technologies like Nuxt 3, Blazor, Lit, htmx
- I've been creating multiple open source projects in Vanilla JavaScript or TypeScript with HTML5 / CSS3 UIs.
- To understand more Low-Level techniques I've been building for example a CNC Milling Machine with Arduino Boards and Python APIs + Android App, an Open Source code editor focussing on Assembly written in Assembly and C based chip emulators
- There are many samples about the things I learned and tried to achieve – I made most of them publicly available on my [GitHub](#)

Amann Girrbach

2008 - Aug 2017
Vorarlberg Area, Austria

Amann Girrbach is a manufacturer of medical devices.

- I had 4 different non-software related roles within this time starting as a **Machine Operator** to **Machine Technician** towards **Deputy Head Of Department** and finally landed in the **Quality Assurance** for medical products.
- It became very clear to me that this should not be my final destination in life and I therefore moved on to realize my childhood dream of becoming a professional Software Engineer

Private/Fun Projects

An embeddable/standalone scripting language from scratch (incl. vs-code plugin)

[Repo on Github](#)

Nono-UI: Reusable tailwind-css components

[Repo on Github](#) | [Nono-UI Website](#)

Flap Flap Crow for Android

[Play Online](#)

Port Krossann - old school trading simulation game made with the Godot game engine

[Repo on Github](#) | [Play Online](#)

Deck Of Warcards - wip card battler made in Godot

[View on Youtube](#) | [Play Demo Online](#)

Nekoban - wip Sokoban game made in Godot (W A S D to move)

[View on Youtube](#) | [Play Demo Level Online](#)

3D Software Renderer written in C#

[Repo on Github](#)

Redsniff - Game Packet Sniffer written in C#

[Repo on Github](#)

Chip 8 virtual machine written in C

[Repo on Github](#)

2D game framework for web written in Dart

[Repo on Github](#)

Many many more on my Github

[Visit my Github](#)

Education

Robert-Bosch-Schule

Apprenticeship in IT Specialist / Computer Science - Software Engineering

Oct 2018 - Sep 2020
Ulm, Germany

Soft Skills & Work Ethics

Interpersonal

Communicative & Collaborative
Inclusive
Flexible
Structured
Self-driven
Trustworthy

Professional

Agile Software Development
Git-Flow
QA
Documentation first
SCRUM
Autodidact