

Education

- 2011 – '15 M.Sc. in IT Systems Engineering at Hasso Plattner Institute (University of Potsdam)
- › GPA 3.8 (equivalent for 1.2 German grading system)
 - › Master thesis: "Mutual Haptic Feedback" – human-actuated feedback techniques to increase game experience using C#, Unity3D and Maya
 - › Published paper: WirePrint, see below at "Publications and Awards"
- 2013 Master Information Technology, semester abroad University of Technology Sydney
- › GPA 3.5 (equivalent for 1.5 German grading system)
 - › Microsoft Award for game development (Game Design class)
- 2008 – '11 B.Sc. in Media Informatics at Beuth University of Applied Sciences Berlin
- › GPA 3.9 – valedictorian (equivalent for 1.1 German grading system)
 - › Bachelor thesis: "ResubmissionFolder" – development of a Thunderbird plug-in for faster and more efficient e-mail management using JavaScript and XUL
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Work Experience

- Since 2011 Software developer at Akquinet GmbH, Berlin
- › **Achievements:** Increase customer satisfaction through requirement analysis, reduce project setup time through automatized front-end build process and application server configuration
 - › Development of responsive web applications in Java and AngularJS
 - › Development of static, SEO friendly micro sites for our software products
 - › Requirement analysis for the customer, testing, estimates
 - › **Technologies:** Java, JBoss application server stack (WildFly, EAP), JavaScript, AngularJS, HTML5, CSS, LESS, Foundation, Bootstrap, PostgreSQL DB, MySQL DB, IntelliJ Idea, gulp, bower, npm, REST
- 2011 Software developer. Internship at Gipa mbH, Berlin
- › **Achievements:** Engineering the architecture and implementing a complete web application
 - › Application replaces the legacy system for route planning and task management software for waste management companies
 - › **Technologies:** Apache Wicket, Java, MySQL database, Hibernate, Eclipse
- 2008 – '11 Software developer. Student assistant at interActive Systems, Berlin
- › **Achievements:** Black-box-testing of software for clinical trial management, QA
 - › Maintaining the product website and support forum for the software
 - › **Technologies:** JavaScript, HTML, CSS
- 2008 Software developer. Internship at Quintessenz TV, Berlin and interActive Systems, Berlin
- › **Achievements:** Programming a product website, designing marketing material
 - › 3d-modeling and animating promo trailers for dentist software
 - › **Technologies:** Photoshop, 3ds Max, HTML, CSS

Selected Computer Skills

Java (preferred)	C#	JavaScript	AngularJS
SQL	Unity3D	Foundation	Autodesk Maya
HTML	CSS	LESS	C++

Publications and Awards

- 2014 Published Paper: WirePrint: 3D Printed Previews for Fast Prototyping
Proceedings of UIST 2014 – User Interface Software and Technology Symposium
Mueller, S., Im, S., Gurevich, S., Teibrich, A., Pfisterer, L., Guimbretière, F. and Baudisch, P.
- › **Achievements:** Printing speed-up by factor 10 by programming GCode for vertical printing and bridging
 - › Exploring the technical possibilities of non-layer-based 3D printing influenced by material, temperature, cool-down speed and print path
 - › **Technologies:** Java, GCode. Hardware: Printronix, MakerBot, Arduino Uno
- 2014 ZombieLockdown – Microsoft Award for Game Development
- › **Achievements:** Designing the architecture and modularization of the software
 - › Implementing game mechanics, level design and game balancing
 - › **Technologies:** GameMaker, GML (close to JavaScript)
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Selected Projects

- 2015 Project for a customer in the media and television sector
- › **Achievements:** Setup of a maintainable front-end build process that saves setup and configuration time and deployment time through CI
 - › Requirement analysis and interaction design adapted to the customer's needs
 - › Sole responsibility for front-end development in AngularJS and connection to the REST API
 - › **Technologies:** Java, JavaScript, AngularJS, MySQL DB, IntelliJ Idea, Maven, bower, npm, gulp, Bootstrap, LESS, REST
- 2014 Plug-in Framework in C++ – Modularization of a Computer Graphics Application
- › **Achievements:** Integrating plug-in functionality in an application for video operations
 - › Modularizing the software so external video libraries can be easily integrated as independent plug-in DLLs
 - › **Technologies:** C++, Qt, Microsoft Visual Studio
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Social Involvement

- Since 2014 Mentor at CyberMentor platform to support schoolgirls in STEM fields
- 2010 – '11 Member in the committee for the application process for professor positions
- 2009 – '10 Student representative, negotiating study conditions with professors
- Since 2009 Scholarship holder of the German National Academic Foundation
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Language Knowledge

German Native, English Fluent, Spanish Conversant, French Conversant

Interests

Scuba diving, rock climbing, playing violin