



Michael Hoffmann

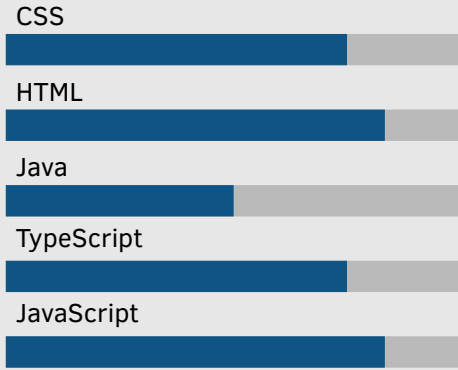
Software Engineer

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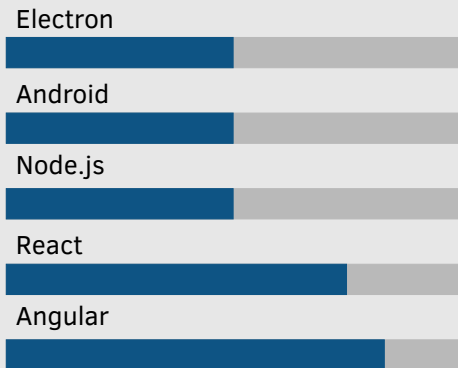
About me

Highly committed, agile personality with broad experience in the field of application development. Experience in working in agile team settings. Delivering excellent results and used to work under pressure.

Skills



Tool Skills



Interests

Mobile, game and frontend development. Cryptocurrencies. Video games. Cycling.

Education

- 2013-2015 Technical University of Munich, Munich/Germany
Master of Science in Electrical Engineering
- 2009-2013 University of Applied Sciences Deggendorf/Germany
Bachelor of Science in Electrical Engineering
- 2006-2009 Technical Vocational School Cham/Germany
Training as an electronics technician for devices and systems
- 2004-2006 Technical High School Cham/Germany
Technical high school diploma

Experience

- since 2015 jambit GmbH, Munich/Germany Automotive
Software Architect & Project Manager & Scrum Master
 - Development of an operation dashboard based on Angular 4+
 - Development of A4A (Apps for Automotive) based on Vanilla JavaScript for a leading German car manufacturer
 - iOS development using Swift for a leading German car manufacturer
 - Project lead and Scrum Master for up to 4 team members and key contact for client
- 2015 BMW Forschung und Technik GmbH, Munich/Germany Automotive
Master Thesis: *"Concept and Prototype Development of an Event-Driven Architecture for an Intermodal Route Guide"*
- 2015-2016 National Instruments GmbH, Munich/Germany Finance
Working Student, Application Engineering & Academic Team
 - Training leader for LabVIEW Core 1 & 2 trainings at TU Muenchen
- 2014 Technical University of Munich, Munich/Germany Digital Technology
Working Student, Chair for Digital Technology, Distributed Multimodal Information Processing Group
 - Development of a mock-up version of a travel guide for seniors based on Android
- 2012-2013 Bertrandt AG, Munich/Germany Automotive
Bachelor Thesis: *"Development of an Android smartphone application to control and visualize sensors and actors which meet the KNX standard"*
- 2011-2012 National Instruments, Munich/Germany Applications Engineering
Internship
 - Technical customer support for hardware and software
 - Intern project in Madrid (Spain) for two month
- 2010-2016 www.rebelgamer.de Gaming
Co-Founder
 - Head for up to six content journalists
 - Responsible for the Content Management Software (WordPress)
 - Relationship management with game publishers and game developers
- 2006-2009 Zollner AG, Zandt/Germany Automotive
Apprenticeship, Electronics technician for devices and systems

Languages

- German Native speaker
- English Good working knowledge