



# Daniel Gimbatschki

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## Personal data

Residence Berlin, Germany

Nationalities German

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## Languages

German Native speaker

English Full professional proficiency

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## Working experience

since 03/25 **Senior Software Engineer**, *itacs GmbH*, Berlin

- Implementation, extension and maintenance of Cloud-based Web Applications – TypeScript, Microsoft Azure Cloud
- Mobile app development – React Native, Expo

08/24 – 02/25 **Senior Software Engineer**, *PlaytestCloud GmbH*, Berlin

- Cross-platform app development – Flutter, Swift, Kotlin, C++
- Implementation of performance-critical core features of video & audio capture app on Windows – C++, Windows API, DirectX, HLSL

06/23 – 07/24 **Team Lead Engineering**, *PlaytestCloud GmbH*, Berlin

Split role between Contributor to all parts of the Software System and Middle Management Role which includes People Management, Mentoring, Technical Leadership, and supporting with Software Design and Technical Specifications.

11/21 – 06/23 **Senior Software Engineer**, *PlaytestCloud GmbH*, Berlin

- 03/19 – 10/21 **Software Engineer**, *PlaytestCloud GmbH*, Berlin  
- Full-Stack Engineer for web-platform, offering User Research services and tooling for mobile games – Ruby on Rails · PostgreSQL · AWS · Heroku · Angular · Docker  
- App development & tampering on iOS and Android (Automated low-level code injection into mobile app artifacts) – Objective-C · iOS · Java · Android · Flutter
- 03/18 – 02/19 **Unity Developer**, *Taiseko UG*, Berlin  
Development of an iOS App (RoomAR) for iPhone & iPad: Visualize furniture in your home environment using Augmented Reality – Swift · Firebase · ARKit · Unity
- 09/16 – 02/18 **Full-Stack Developer**, *ELKOM-PLAN*, Potsdam  
- Full-Stack Development – Node.js · Express · MongoDB  
- iOS Development – Objective-C  
- Maintain Legacy Application Software – VBA · C++

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## Education

- 10/13 – 10/17 **Master of Science**, *Hasso-Plattner-Institute*, *Interrupted (Thesis open)*  
IT-Systems Engineering; Areas of specialization: Computer Graphics · Operating Systems & Middleware
- 10/10 – 07/13 **Bachelor of Science**, *Hasso-Plattner-Institute*, *Grade: Very good (1,5)*  
IT-Systems Engineering; Areas of specialization: Software Architecture & Modeling Technology · Internet & Security Technology  
Thesis: *Using OpenStreetMap Data for Rendering Interactive 3D-Maps*, *Grade: 1,0*
- 2002 – 07/09 **A-Levels**, *Wolkenberg Gymnasium*, Michendorf, *Grade: Very good (1,3)*  
Matriculation standard; Advanced courses: Computer science · Mathematics

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## Development experience

- Back-End Ruby on Rails · TypeScript · Node.js · Express · PHP · Docker · Heroku · AWS · Microsoft Azure · PostgreSQL · MySQL · MongoDB · Redis
- Front-End JavaScript · TypeScript · React · Angular · D3.js · WebGL · three.js · HTML5 · CSS3 · SCSS
- Mobile Flutter · React Native · Swift · Objective-C · iOS · Java · Kotlin · Android · ARCore · ARKit
- Other Python · C++ · OpenGL · DirectX · Shading Languages · Unity · Bash · Git · Nix ·  $\text{\LaTeX}$

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## Software

- OS macOS · Linux · Windows · Android · iOS
- Other VSCode · Xcode · Visual Studio · Jira · Obsidian · Todoist

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## References – Personal projects

Spatial Analytics <https://www.youtube.com/watch?v=b6ZzPufRo50>

VR Experience <https://www.youtube.com/watch?v=-kKgehW95FE>