

# Daniel Gimbatschki

### Personal data

Residence Berlin, Germany

Nationalities German

### Languages

German Native speaker

English Full professional proficiency

## Working experience

06/23 - present **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  $\cdot$  Firebase  $\cdot$  ARKit  $\cdot$  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++

#### 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

### Development experience

- Front-End JavaScript  $\cdot$  TypeScript  $\cdot$  Angular  $\cdot$  D3.js  $\cdot$  WebGL  $\cdot$  three.js  $\cdot$  HTML5  $\cdot$  CSS3  $\cdot$  SCSS  $\cdot$  Flutter
  - Other Docker  $\cdot$  AWS  $\cdot$  Swift  $\cdot$  Objective-C  $\cdot$  iOS Dev  $\cdot$  ARKit  $\cdot$  Java  $\cdot$  Android Dev  $\cdot$  ARCore  $\cdot$  Python  $\cdot$  C++  $\cdot$  OpenGL  $\cdot$  GLSL  $\cdot$  Unity  $\cdot$  Bash  $\cdot$  Git  $\cdot$  Nix  $\cdot$  LATEX

#### Software

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

## References – Personal projects

- Spatial Analytics https://www.youtube.com/watch?v=b6ZzPufRo50
  - VR Experience https://www.youtube.com/watch?v=-kKgehW95FE