

ANDREAS STIGSBØL KRÜHLMANN

PERSONAL INFORMATION

BIRTH DATE: May 16th 1996
COUNTRY OF ORIGIN: Denmark
EMAIL: andreas@kruhlmann.dev

WORK EXPERIENCE

MAR 23 - NOW	Software Engineer @ Siemens Mobility A/S Designed and implemented deployment strategy using IAC for the Oslo metro data warehouse. Worked as part of the foundation team, which set CI/CD standards for newly created projects, which allows teams to adopt a standardized workflow for building, testing and deploying. Architected and implemented the departure screens for the Greater Copenhagen light rail with new technologies (Rust and WebAssembly)
FEB 2019 - MAR 2023 4 years	Data technician apprentice @ Siemens Mobility A/S As part of my studies at TEC I did an internship with Siemens Mobility A/S, where I developed on railway infrastructure systems. Most of my time was spent developing data pipeline applications for a data warehouse while maintaining the previous services from my time as a student worker.
FEB 2015 - FEB 2019 4 years	Student worker @ Siemens Mobility A/S Supplied software solutions directly to in-house customers. The solutions ranged from VB6 Excel macros to Android apps with cordova and internal web services.
JUL 2015 - MAR 2017 2 years	Technical author @ Packt Publishing Authored the book "Building a 3D Game with LibGDX" together with my team at deeeppgames and Packt publishing. The book teaches an intermediate Java developer about modeling, 3d spaces, ray casting, collision and other useful topics, culminating in a simple 3D arena shooter game.
NOV 2013 - MAR 2017 4 years	Game developer @ Deeeppgames Founded the start-up games company "Deeeppgames" with my co-developers Sebastian and Elmar. We've since then released multiple games for Android using Java and LibGDX; "Bird Hunter" "Megablober" and "Wars In Line"
MAR 2012 - AUG 2013 1 year	Full-stack developer @ Copenhagen Judo, Denmark Designed and developed an enrollment website using PHP, HTML, CSS, JQuery and a MySQL database

EDUCATION

JAN 2018 - MAY 2023 Data technician (spec. programming), TEC, Ballerup

SKILLS

TDD Pair-programming Refactoring OOP SOLID MQTT Agile

TECHNOLOGIES

Very experienced Python, TypeScript, SQL, Linux, Docker, CI/CD, Git RabbitMQ, POSIX shell, REST
Experienced Rust, PHP, Java, C#, Ruby, Virtualization, WS
Learning Lua, C, OCaml, WebAssembly

LANGUAGES

DANISH: Native
ENGLISH: Native

LINKS

Personal site <https://kruhlmann.dev/>
LinkedIn <https://www.linkedin.com/in/andreaskruhlmann/>
GitHub <http://github.com/Kruhlmann>
This document <https://kruhlmann.dev/resume.pdf>