



# Nicolá Michel Henry Riedmann

BSc Computer Science

## Experience

- 2018- **Software Architect** incubedIT  
Software Architect in an Agile team. One of two software architects at the company.
- 2016-'18 **Software Engineer Robotics** incubedIT  
Java and C++ software development and design. Work on both business logic and robot control logic frameworks and software.  
24h/week part-time during master's studies.

## Education

- 2016- X **Master's Degree in Computer Science unfinished** TU Graz  
Interrupted to focus on Software Architecture in practice. Notable elective course AI and Robotics
- 2013-'16 **Bachelor's Degree in Computer Science** TU Graz  
Notable subjects: C/C++ and Java Programming, Design and Development of Large Systems, Object Oriented Design.
- 2011- X **Teaching Studies, English & Computer Science unfinished** University of Innsbruck  
2011-'13 studied Teaching at University of Innsbruck, focus on English and basic Computer Science classes. Decision to focus solely on CS and transfer to TU Graz in 2013.
- 2010 **Scientific Secondary Education.** BRG Reithmann, Innsbruck, Austria

## Certifications

- 2018 **iSAQB® Certified Professional for Software Architecture - Foundation Level**  
Attended Software Architecture training seminar and obtained iSAQB certification

## Voluntary Work

- (Head) Referee at RoboCup Junior** RoboCup Junior Austrian Open  
2016 Innsbruck, 2018 Linz, (upcoming)2019 Innsbruck
- 2018 **Company tours for robotics summer camp** incubedIT, TU Graz, Kinderbüro Graz  
Two afternoons of presenting incubedIT and work as a software developer to children participating a robotics summer camp
- 2017-'18 **TUGraz Robotics-Challenge and Open Lab Days** TU Graz  
Supervision of the TUGraz Robotics-Challenge event for Bachelor students, as well as related Open Lab Days.
- 2015-'16 **TUGraz Robotics Club Volunteer** TU Graz  
Volunteer work mentoring school children on robotics projects with the Lego Mindstorms platform.

## Personal Info

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## Web & Git

unseenwizzard.github.io

github.com  
/UnseenWizzard

## Skills

Agile practices  
(esp. Scrum)  
Communication

Software Architecture  
Clean Code

Java  
Spring  
Python  
C++

Docker

Maven  
Git

Jenkins  
Gitlab (CI)  
Puppet  
Nexus Repository

## Languages

**German**  
Native Speaker  
**English**  
Proficient  
**French**  
Basics

## Research Projects

- 2017-'18 **Cognitive Agent** TU Graz  
Research project to evaluate possible methods, frameworks and tools to realize a cognitive agent able to act independently on unspecific commands like "Go to the robotics lab". Groundwork for a potential realization of such an agent in the future.
- 2016 **Bachelor's Thesis: "A Semantic Map Implementation for a Long-Term Autonomous Robot"** TU Graz  
Research, Design and Implementation of a Semantic Map for a robot system using ROS and OpenPRS (Procedural Reasoning).

## Development Projects

- 2019 **Tech Articles** Personal Project  
To spend time again on education in some form, I've started writing articles on things like git and Clean Tests which can be found on my blog and github.
- 2018 **Refactoring of my old Character Generator Project** Personal Project  
In late 2018 I started refactoring my Shadowrun Character Generator. Looking back at code you wrote years ago, can sometimes be shocking, and I'm not proud of showing off that old project. Splitting it into more logical modules, drastically reducing the size of classes and code duplication, as well as adding tests, is an on-and-off project.
- 2016 **Refactoring of incubedIT State Machine implementation** incubedIT  
Major refactoring and reworking of the State Machine implementation used at incubedIT, including usability improvements ranging from API improvements, implementation of a fluent API to a graphical statemachine display and debugging tool, allowing to remotely view and influence a statemachine executed on a robotic shuttle.
- 2016 **Daily Meds - Android App** Personal Project  
*Design and Development of an app for management and reminders of medication.*
- 2016 **Simple Tomato - Android App** Personal Project  
*Design and Development of a Pomodoro technique productivity timer for Android*
- 2014-'15 **Character Generator for Pen&Paper Roleplaying Game** Personal Project  
*Design and Development of a multiplatform character generator and viewer for the P&P Game Shadowrun.  
Done using Java as a personal project started in 2014.*
- 2015 **Multiplayer Game Project** TU Graz  
*Design and Development of a simple game with editor including user login, highscores and sharing and recommending user created games.  
Done using Java and SQL with three peers during the winterterm 2014/15.*
- 2013 **Android Robotics Project** University of Innsbruck  
*Creation of software for a robot platform using an Android smartphone and IOIOBoard. Optical self-localization in a given arena and "hunting" a coloured object using the smartphone camera and OpenCV.  
Developed with two peers during the summerterm 2013.*