

Andreas Braumann, MSc

Software Engineer & Architect

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Fact Sheet

Date of Birth: September 15, 1980

Place of Birth: Vienna, Austria

Nationality: Austrian

Military Service: Fulfilled

Career Objectives

My goal is to leverage my expertise in software engineering, AI, and innovative technology to create impactful solutions. I specialize in developing scalable applications, integrating cutting-edge AI and machine learning models, and exploring immersive technologies like VR and AR. Passionate about using modern frameworks and agile methodologies, I aim to lead and contribute to transformative projects in a collaborative environment.

Education

- **2004-2007:** MSc in Software Engineering & Internet Computing, Vienna University of Technology
- **2002-2005:** BSc in Software and Information Engineering, Vienna University of Technology
- **1998-2002:** Diploma in Computer Science, Vienna University of Technology

Skills

- Programming Languages: C, C++, Objective-C, Java, Python, JavaScript (TypeScript), PHP, Perl, Go
- Frameworks: React.js, Vue.js, Node.js, Django, Flask, TensorFlow, PyTorch
- Technologies: AI/ML (NLP, CV, GANs), Unity3D, Unreal Engine, AR/VR platforms, Docker, Kubernetes
- DevOps & CI/CD: Jenkins, GitHub Actions, AWS, Azure, GCP
- Database Management: MongoDB, PostgreSQL, MySQL
- Tools & Processes: SCRUM, Agile, Jira, Confluence, Terraform

Work Experience

- **Senior Developer at Kaleido AI GmbH/Canva Inc (2019-2021):** Developed e2e design templates, worked on remove.bg and unscreen.com, and integrated enterprise solutions.
- **PM & Developer at KESCH Digital (2020-2022):** Created QR code systems, VR experiences, and augmented reality solutions.
- **Game Developer at Greentube (2010-2016):** Worked on mobile and 3D games like Novo App and Ski Challenge 11.
- **Technical Director at Rocketbike ARVR (2016-Present):** Built a VR browser supporting 360-degree content and immersive experiences.
- **Web Developer at Interserv (2003-2006):** Extended and optimized dynamic web platforms with PostgreSQL and Perl.

Projects

- **lipsyncer.ai:** Developed an AI-powered platform enabling users to generate realistic video and audio synchronizations. Built with Next.js and Supabase, the platform leverages AI models for natural language processing and audio-visual synchronization.
- **Ski Jump Arena VR:** Created realistic VR ski jumping simulations with physics systems and immersive environments for public events using Oculus hardware.
- **Actimel Chatbot:** Built a web-integrated chatbot for invoice uploads, statistical tracking, and raffle participation using Node.js and MongoDB.
- **Blockchain Hackathon Winner:** Designed a blockchain-based app for conference engagement, using Ardor Blockchain to securely store transactions.