Sebastian Figueiredo

Software Engineer, Full-Stack

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Recent Projects

2018-05–present **Undisclosed Project**, *Software Engineer for Undisclosed Client*.
Analyse, plan and implement a high availability SCADA as a service platform under KRITIS restrictions, while supporting to build a software development team (*undisclosed*)

2021-07–2024-07 **Event-sourced bookkeeping software for companies**, *Software Engineer*.
Developed a file-based event-sourced automation software for bookkeeping and invoice generation (TypeScript, Docker, Kubernetes, Helm, Grafana, Event Sourcing, XRechnung)

2024-01–2024-04 **Charge Curve Optimizer**, *Software Architect for SpotmyEnergy GmbH*.
Developed a proof-of-concept charging-curve optimizer for a startup client while building the cloud-based CI/CD software infrastructure (TypeScript, npm, InfluxDB, Docker, Google OR-Tools)

2021-11–2023-01 **Hardware Simulator**, *Software Developer for Hexagon Technology Center GmbH*.
Developed a hardware simulator for verifying the firmware of coordinate measuring machines (C++, Python, CTest, Conan, Azure DevOps)

2017-02–2019-01 **Morphology detection in EKG data**, *Research Assistant for Fraunhofer SCAI and Universitätsklinikum Bonn*.
Developed a detection and clustering algorithm for QRS-complexes in multidimensional EKG data (C++, Python, Machine Learning, Pattern Recognition)

2016-10–2018-10 **Predictive Maintenance Algorithm Design**, *Research Assistant for Fraunhofer SCAI*.
Developed several algorithms detecting anomalies in multidimensional timeseries data (C++, Machine Learning, Pattern Recognition)

2015-09–2016-02 **Duty roster**, *Software Architect for DAN Produkte Pflegedokumentation GmbH*.
Design and implement a duty roster software for nursing homes (Java, MySQL)

2014-12–2015-06 **VR video game with real-time movement pattern recognition**, *Master student for Limbic Entertainment GmbH*.
Developed a real-time pattern recognition algorithm for head movement and integrate it into a Unreal Engine VR game (C++, Machine Learning (Particle filters), Unreal Engine)

Education

2012–2015 **Master of Science**, *University of Siegen*.
Computer Science Studies with Minor in Visual Computing

2009–2012 **Bachelor of Science**, *University of Siegen*.
Computer Science Studies with Minor in Mathematics

Skills

Programming Languages	Java, C++, Python, Typescript, Javascript
Databases	InfluxDB, MariaDB, Cassandra, SQLite

Frameworks & Tools	Spring Boot, JavaFX, Maven, Gitlab CI, Jenkins, Protobuf, Helm, Docker, Prometheus, Grafana, RabbitMQ, GraalVM, Ansible, Machine Learning (Udacity Nanodegree), Pattern Recognition
Operating Systems	Linux (Ubuntu), Windows
Data Communication	Distributed Systems, Client/Server, Streaming
Products, Standards	Kubernetes, High Availability, Redundancy, HTTP, REST
Organizational Skills and Practices	Scrum, Agile, Test-Driven Development, Clean Code

Languages

German	native	
English	near native	
Portuguese	good working knowledge	*A2*