

Eduard Bopp

Software developer looking to leverage experience in technology, consulting and science to solve real-world problems.

Summary

I want to deliver working software that meets the needs of its users. For me a high degree of automation is key to ensure consistent delivery of high-quality software – this includes building, testing and deploying software to a live environment.

Communication with users, product experts, designers and decision makers is an integral part of my job. Through targeted conversations I can learn about the domain, understand the problems and deliver solutions.

As a developer I have experience with technologies such as Python, Rust, JavaScript, C/C++, Elm, Java, Lua, TypeScript, Haskell, PHP, CycleJS, ReactJS, Angular, Spring, Spark, Flask, SQL, Elasticsearch, CouchDB, Cassandra, Sphinx, Docker, Ansible, Kubernetes, Nix, Terraform, MPI, OpenGL.

I have worked on a range of application domains from full-stack web development, desktop applications, high-performance computing, data science & visualisation and system administration.

I am fluent in English and German, conversational in Spanish.

Work experience

- Since December 2018 Software developer at [Circular Economy Solutions GmbH](#) (Karlsruhe)
Developed desktop application to connect industrial scale web application for logistics management.
Co-leading a development team to develop a new web-based platform to enable reverse logistics services provided by the company to automotive parts remanufacturers using TypeScript, Angular and Java.
- Jul 2017 – November 2018 PhD student at [Max-Planck-Institute for Astronomy](#) (Heidelberg)
Carried out research project in theoretical astrophysics using radiation hydrodynamics software in C. Wrote accompanying analysis and visualization tools in Python.
Exited PhD program without degree.
- Jul 2015 – Apr 2017 Consultant Software Developer at [ThoughtWorks Germany](#) (Hamburg, Berlin)
Prototyped web-based mobile application for logistics branch of international retail company using ReactJS and Java Spring.
Co-led a development team to overhaul the look & feel of articles and search engine on NGO website using HTML5/CSS, Python/Flask and Sphinx.
Supported real estate search platform development team in agile development methods and test-driven development while redesigning web platform to increase customer retention.

Open source

- Rust libraries Authored [carboxyl](#), a library for Functional Reactive Programming, and [acacia](#), a library for spatially partitioned trees. Contributed to [nalgebra](#), a vector arithmetics library. Organized community workshop at RustFest 2017.

Education

- 2007-2014 M.Sc. and B.Sc. in Physics at University of Heidelberg
Specialized in computational physics and numerical methods, theoretical physics and astronomy.