MILLANE MEYER

Software Engineer

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SUMMARY

M.Sc. Computer Science graduate and software engineer with a practical approach to solving complex problems. Focused on understanding what a solution needs to achieve and building software that is reliable, intuitive, and useful to the people using it.

EXPERIENCE

Working Student
ZEISS SMT
Feb 2023 - Jul 2024
Semiconductor Manufacturing Technology | Oberkochen, Germany

- Implemented automated UI tests using Playwright and C# within the software development workflow.
- Integrated tests into Azure DevOps CI/CD pipelines.

Working Student
Syntegon Technology
Feb 2021 - Jan 2023 Crailsheim, Germany

- Developed a data monitoring interface in Visual Basic to make system and synchronization states visible **to users across 50+ teams**.

PROJECTS

Master's Thesis - Context-Aware Digital Wellbeing Interventions
2026 Grade: 12/12

- Designed and developed an Android app delivering context-aware interventions for social media.
- Planned and conducted a 7-day field study with **14 participants** and **analyzed 595 data points** in Python.
- Analyzed acceptance rate, reactance, and responsiveness to evaluate user responses to the intervention.

Better Keyboard - Mobile UX Project (Flutter / Dart)
2025 Grade: 12/12

- Designed and developed **2 mobile keyboard interfaces** for one-handed typing in landscape mode.
- Conducted **10+ structured usability tests** to evaluate usability and user experience.

Bachelor's Thesis - Web-Based Modelling Tool
2024 Grade: 1.0

- Built a registration and login system using TypeScript, React, Node.js, REST APIs, and MongoDB.
- Implemented data storage, user management, and role-based access management for viewing and editing collaborative diagrams.

Match Your Tinnitus - Software Engineering Project (Flutter / Dart)
2023 - 2024 Grade: 1.0

- Designed and developed a Flutter mobile app with separate UI, application logic, and data layers.
- Implemented **35+ automated unit tests** to verify application behavior.

SKILLS

Programming
Python C# Java TypeScript JavaScript Dart Visual Basic SQL

Web & Mobile
React Node.js Flutter REST APIs MongoDB

Testing & Tools
Git Docker Playwright Unit Testing Azure DevOps CI/CD Agile/Scrum

Machine Learning & AI
PyTorch TensorFlow scikit-learn RAG AI-Agents OpenAI API Hugging Face Cursor

EDUCATION

M.Sc. Computer Science
University of Copenhagen
Sep 2024 - Jun 2026

B.Sc. Software Engineering
University of Ulm
Nov 2020 - Aug 2024

CERTIFICATIONS

Professional Scrum Product Owner I (PSPO I)
Scrum.org

IBM Product Owner Professional Certificate
IBM / Coursera

LANGUAGES

German ●●●●●
Native

English ●●●●○
Fluent

Spanish ●●○○○
Basic (A2/B1)