

Lukas Woodtli



Resume

Passionate Firmware and Software Engineer with broad knowledge and a special focus on quality

Work History

- 9/2016–present **Senior Software Engineer C++ on Linux**, *Profidata AG*, Urdorf
 - Development and maintenance of a highly scalable server application on Linux
 - Implementation of technical and functional features
 - REST API's: server and client integration
 - Quality assurance with automated System-, Integration- and Unit-Tests
 - Maintaining build environment and Continuous Integration infrastructure
 - Programming in modern C++, Java and Python
- 11/2010–10/2015 **Senior Firmware Developer**, *Kaba AG*, Wetzikon
 - Firmware development of electronic door locks in C and C++
 - Definition and implementation of features and software architectures
 - Project management of a customer project for a special door lock
 - Quality assurance with Unit Tests and Test Driven Development
- 8/2010–10/2010 **Software Developer**, *Codecheck*, Zürich
 - Mobile app development for a Symbian smart phone
 - GUI and application logic with Qt and C++
 - REST interface to server
- 1/2010–6/2010 **Internship as Software Developer**, *Schiller AG*, Baar
 - Applications development with Qt and C++
 - GUI design with drag-and-drop
 - XML parsing (SAX and DOM)
 - Design with UML
- 3/2002–8/2002 **Mechanic**, *AIM Industrielle Montage*, Horgen
 - Assembly of mechanical components
 - Warehouse logistic
 - Mechanical fabrication and correction of single parts

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🌐 lukaswoodtli.github.io • 🐙 [LukasWoodtli](https://github.com/LukasWoodtli)

Education

- 9/2015–8/2016 **Certificate Program in Computer Science (CAS-INFK)**, *ETH*, Zürich
- 10/2004–7/2009 **Bachelor of Science in Electrical Engineering UAS Zurich**, *Zürcher Hochschule für Angewandte Wissenschaften (ZHAW)*, Winterthur
- 9/2003–9/2004 **Teacher Training College**, *Pädagogische Hochschule*, Zürich
- 8/1997–8/2001 **Apprenticeship as Mechanic (EFZ)**, *Metallarbeiter Schule Winterthur (MSW)*, Winterthur

Languages

German	mother tongue	<i>Very good spoken and written knowledge</i>
Czech	mother tongue	<i>Very good spoken and basic written knowledge</i>
English	Advanced (BULATS)	<i>Good spoken and written knowledge</i>
French		<i>Basic knowledge</i>

Language Studies Abroad

- 1/1984–12/1984 Ann Arbor, Michigan (USA)
- 11/2002–6/2003 New Zealand
- 9/2009–10/2009 London (GB)

Membership

Association for Computing Machinery (ACM)

Further Information

- Website and Blog lukaswoodtli.github.io
- GitHub github.com/LukasWoodtli

Interests

- Sport: Running, Sailing, Kung Fu and Eskrima
- Cooking
- Reading books

Employment References

References are available on request.

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Projects and Skills

My technical knowledge ranges from the development of energy efficient and secure Embedded Systems to distributed Enterprise Applications.

Profidata AG: High Performance Investment Platform

With my current role as a senior software developer C++ at Profidata, I have a number of different responsibilities to extend and maintain the scalable and distributed application Xentis that is used for investment management. My tasks include the implementation of REST interfaces, development of technical and functional features as well as quality assurance of the software. Currently I focus on verifying the software with automated tests and analysis tools. Moreover I am responsible for the build environment and continuous integration infrastructure (CMake, Jenkins pipeline).

www.profidatagroup.com

Kaba AG: Embedded Access Control

At Kaba I was involved in the embedded software development of electronic locks and related devices. I extended and maintained the firmware that was written in C and C++. The devices were based on different micro controller architectures. Various actuators and sensors, were connected by common digital communication interfaces. To enforce quality and security, automated tests were implemented. Beside my role as a programmer, I acted as the main software architect for the firmware, driving the development of a modular, object oriented design. My team also extended and maintained a Software-in-the-Loop simulation for all devices to simplify development, testing and bug fixing.

www.dormakaba.com

Bachelor Thesis: Disney Copter

The task of my Bachelor thesis was to develop and build a quad copter in the shape of a film reel to entertain visitors at Disneyland. The project was a cooperation between the Autonomous Systems Lab at the ETH and the ZHAW, where I obtained my degree in Electrical Engineering.

We were an interdisciplinary team of electrical and mechanical engineers. My task was to develop the firmware and create the controlling algorithm for the embedded hardware.

www.reely.ethz.ch

Other Projects

I also worked as a software developer for medical devices, programmed a barcode app for mobile phones and did mechanical manufacturing and assembly.

Beside my knowledge in different programming languages and frameworks, I am familiar with common tools used in software engineering. Including version control, build systems, CI, and documentation. To ensure quality I follow the Test Driven Development approach. Having worked in different agile environments I know scrum and extreme programming.

With my technical background in a broad range of engineering fields, I developed a flexible and creative engineering mindset.

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