Olof-Joachim Frahm

Experienced Software Developer, Consultant, Mentor

Status: M.Sc. Computer Science, working at Qwiet AI, a Cyber Security company

Fields: Software Engineering, Mentoring

Top Technologies: Go, Scala, Java, PostgreSQL, Git, Prolog, Common Lisp

Activities: Open Source, Gaming, Archery, Diving

Berlin, Germany
macrolet.net
olof@macrolet.net
+49 176 268 586 55

Summary

Skilled in backend development from low- to high-level, with a strong focus on debugging, detailed analysis, and enhancing application resilience. I am an active contributor to open-source projects, leveraging diverse toolchains to expand my technical knowledge and skillset. Team-oriented and results-driven, I thrive on tackling challenges and delivering robust solutions.

While proficient across various technologies, I particularly enjoy mentoring, especially for academic languages such as Prolog and the Lisp family, helping students and peers deepen their understanding in these specialized areas.

Experience

Director — Services Pipeline - Qwiet AI (formerly ShiftLeft)   2018 - present

· Led the services pipeline, managing coordination and integration efforts across multiple teams

· Built infrastructure to support and scale the code analysis platform

· Developed the language frontend for the Go programming language, enhancing analysis capabilities

· Created both customer-facing and internal tools for seamless API interaction

· Utilized a diverse tech stack, including Go, PostgreSQL, Scala, Java, and Git, to deliver high-quality solutions

Consulting, Mentoring - Freelancer   2021 - present

· Designed and developed custom software solutions to meet unique project needs

· Provided mentorship tailored to diverse goals, with a focus on specialized programming languages

Senior Developer - Olivery Wyman / LShift   2015 - 2018

· Consulted with clients to deliver tailored solutions, including contributions to open-source projects and back-end server-side development

· Led integration of a new digital-first platform with legacy systems for a mid-sized energy provider

· Conducted requirements gathering and strategic planning for a large-scale migration and platform overhaul

· Leveraged expertise in Clojure, JavaScript, Terraform, and Solr to drive project success

Senior Developer - Cytora   2014 - 2015

· Developed, monitored, and deployed both frontend and backend components for a risk analysis platform

· Implemented and optimized machine learning algorithms for clustering and processing event data

· Leveraged Python and Elasticsearch to enhance data processing and platform performance

Backend development for a game server - Goal Games   2013 - 2014

· Developed backend features and scaled infrastructure to meet growing user demands

· Analyzed user data, conducted database migrations, and optimized system performance; implemented key frontend features

· Utilized technologies such as Spring, Hibernate, and ActionScript to deliver robust, efficient solutions

Development of engineering software for structural analysis - Eisfeld Ingenieure   2012 - 2013

· Developed the application with a focus on data modeling, computation, and 2D/3D visualizations

· Built features for data import/export and designed intuitive GUI features, utilizing Common Lisp, OpenGL, C/++

· Enhanced 3D visualization capabilities, enabling clearer data representation and improved user interactions

· Conducted performance tuning and memory management, to support high-efficiency operations

Education

Bachelor and Master of Science in Computer Science - Universität zu Lübeck   2006 - 2011

· Master Thesis: MATe communication framework for the integration of multiple reasoners; RDF, OWL

· Bachelor Thesis: raidxor, Linux kernel RAID driver with variable, XOR-based encoding

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