

Olof-Joachim Frahm

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📄 <https://github.com/Ferada>

Professional Software Engineering

- 2018– Senior Developer
shiftright.io, Berlin
- 2015–2018 Senior Developer
Oliver Wyman / LShift, Berlin / London
Solving problems for our clients, ranging from contributions to open-source software to backend server-side development, or even integrating a multitude of existing legacy services to build a new platform offering. Using Java, Python, Clojure, JavaScript, Go, SQL and Solr.
- 2014–2015 Full-stack development of a risk analysis platform
Cytora, London
All around frontend and backend development, monitoring, deployment of a risk analysis platform. Set up monitoring for all components in a Service Oriented Architecture, implemented and optimised Machine Learning algorithms to cluster and process event data, improved and implemented frontend capabilities to display said events. Used Python, JavaScript, Clojure, SQL and Elasticsearch.
- 2013–2014 Backend development for a game server
Goal Games, Berlin
Server side development, implementing new features and scaling the architecture to increasing demands, analysing user data, database migrations, optimization, and worked on frontend side features. Used Java, Spring, Hibernate, SQL and ActionScript.
- 2012–2013 Development of engineering software for structural analysis
Eisfeld Ingenieure, Kassel
Application development and maintenance, data modelling, calculations, as well as visualisation (2D/3D), data import and export, GUI development. Used Common Lisp, OpenGL and C/C++.

Education

- 2010–2011 **Master of Science in Computer Science**, *Universität zu Lübeck*.
2006–2010 **Bachelor of Science in Computer Science**, *Universität zu Lübeck*.

Languages

- German **First language**
English **Fluent**

Knowledge

Languages	Common Lisp, Java, Python, JavaScript, Clojure, C, Go, R	Frameworks	Dropwizard, Flask, AngularJS, Spring, Hibernate, Mockito
Environment	emacs + evil-mode + slime, zsh	Typesetting	LaTeX
Methods	SCRUM, DSDM	Misc	PostgreSQL and MySQL, Elasticsearch, Solr, OpenGL, SDL