CONTACT

MAXIMILIAN MILO

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https://justsla.sh

ABOUT ME

Full-stack engineer with 5+ years of experience building web platforms, APIs, and backend systems — primarily in startups and small teams. I've led projects end-to-end, making architectural decisions, shipping to production, and scaling systems on cloud infrastructure. Comfortable owning the stack, reviewing code, and giving clear, constructive feedback while delivering business-critical features quickly without compromising maintainability.

PROFESSIONAL BACKGROUND

MAGNOTHERM

[01/2023 – 12/2024]

- Designed and built a cloud-native data pipeline for real-time device observability and remote control, leveraging AWS services, MQTT, and the TIG stack. The system processed millions of time-series data points per day with high availability and zero downtime
- Retrofitted IoT capabilities and migrated embedded firmware from an Arduino-based project to a bare-metal STM32 implementation working in a two-person team

AWS / CI/CD / Git / Kubernetes / Docker / MQTT / Telegraf / InfluxDB / Grafana / STM32 / C++

DEUTSCHE TELEKOM IOT

[04/2022 – 11/2022]

- Independently implemented accuracy-optimized localization algorithms for single-cell positioning with Java and MongoDB, supporting thousands of devices daily
- Evaluated algorithm performance, bandwidth usage, and storage overheads using Python and ArcGIS for geospatial visualization

Git / Java / Spring Boot / MongoDB / Python

SELF-EMPLOYMENT

[11/2021 – PRESENT]

- w3learn: Took ownership of a platform built with AngularJS, NestJS, and MySQL, implementing real-time student progress tracking and AI-chat assistance

Git / Docker / AngularJS / NestJS / TypeScript / MySQL

WEBMOTION

[10/2020 – 10/2021]

- Built and maintained full-stack features using TypeScript and Node.js for a microservice-based single-page application within a remote-first, agile team
- Integrated Meta APIs via GraphQL to deliver user-facing functionality across backend and frontend layers

Git / TypeScript / Node.js / PostgreSQL / GraphQL

UNIVERSITY OF ULM

[17 MONTHS]

- Developed an immersive VR sketching application in Unity and C# as a research assistant
- Served as student teacher and exercise assistant for university courses: Introduction to Operating Systems and Algorithms & Data Structures

ACADEMIC BACKGROUND

B.SC. – MEDIA INFORMATICS
M.SC. – COMPUTER SCIENCE

[10/2015 – 09/2022]

During my academic career at the University of Ulm I developed deep expertise in software engineering, modern system design, and distributed systems. Moreover, I applied my knowledge in algorithms and data structures, networking, and cybersecurity through hands-on projects and student jobs. These experiences sharpened my problem-solving skills and fostered a strong analytical mindset, while refining my communication skills in technical contexts.

PUBLISHED PAPERS

- Towards Collaborative Learning in Virtual Reality: A Comparison of Co-Located Symmetric and Asymmetric Pair-Learning [Co-author]
- VRSketchIn: Exploring the Design Space of Pen and Tablet Interaction for 3D Sketching in Virtual Reality [Co-author]
- The Potential Disconnect between Time Perception and Immersion: Effects of Music on VR Player Experience [Co-author / Bachelor Thesis]