

CONTACT

MAXIMILIAN MILO

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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**. Implemented features include real-time student progress tracking, **AI**-chat assistance, and **SSE**-streaming

⚙️ Git / AngularJS / NestJS / TypeScript / Playwright / MySQL

WEBMOTION

[10/2020 - 10/2021]

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

⚙️ 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]