



# Hi! I'm Nico Preuß

Software and Web developer

For me, building software is a form of art, through which i can express myself in a very abstract way.

## Professional Experience

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COSMO CONSULT GmbH

### Software Engineer

January 2021 - Present

Working in the Development department as Software Engineer, to create solutions, which fits the needs of the customers.

Tasks in detail:

- Developing and maintaining requested features for the Microsoft Business Central ecosystem.

Mackevision Medien Design GmbH

### Junior Softwareentwickler

August 2019 - August 2020

Working in the Realtime department as Junior Software Developer, to help creating stunningly realistic looking automotive-infotainment-applications, VR-experiences and configurators.

Tasks in detail:

- Developing and maintaining infotainment applications with the use of the Unreal Engine and C++.
- Integrating a Heartbeat over an Wamp-router to inform about the status of the application.

Mackevision Medien Design GmbH

## Auszubildender als Fachinformatiker in der Anwendungsentwicklung

August 2016 - August 2019

Training skills and requirements needed to work as a software developer in a real work environment.  
Working on different projects to gain a wide set of skills.

Tasks in detail:

- Implementing dark theme support for an Qt-based desktop application.
- Implementing Json settings-editor for an Qt-based desktop application.
- Implementing shortcut support for an Qt-based desktop application.
- Implementing splash- and welcome-screen while the application is loading for an Qt-based desktop application.
- Developing a touchscreen-based time tracking application for toggl.
- Fixing and developing plugins for Nuke and 3ds Max.
- Developing a windows service to run signed python scripts without the need to have python installed.
- Creating a duplicate of an car-configurator site as a click dummy to present new content and design ideas.
- Developing a server which creates JWT's on request for authentication.
- Developing an automatic Selenium test-runner for Gitlab to automatically test website frontends.
- Developing Realtime infotainment-applications with Unity and Unreal Engine.

## Education

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HKR University

## Bachelor of Computer Science

September 2020 – Oktober 2020

De-registered.

IT Schule Stuttgart

## Fachinformatiker in der Anwendungsentwicklung

August 2016 - August 2019

General skills required for the job as software developer.  
General knowledge like Economy, Business German/English, etc.  
Coupled with the apprenticeship at Mackevision.

Hermann-Hesse-Gymnasium

# Abitur

2008 - 2016

Continued general Education.

Voluntary technical and economical Courses in the last 4 Years.

## My Skillset



Software Development



Web Development



Game Development



C++



C#



HTML



CSS



OpenGL



Unreal Engine



Python



Qt - Pyside



Bootstrap



JavaScript