Hannes Tribus

WORK EXPERIENCE

Software Engineer

ASA Hotel [01/03/2021 – Current]

City: Kaltern | **Country:** Italy

Modernization of the ASA Hotel Software. Porting of the existing Swing Application to a Kubernetes Cloud Application using Vaadin.

Mobile Software Engineer

Vertical-Life SRL [11/2018 – 28/02/2021]

City: Brixen | **Country:** Italy | **Website:** https://www.vertical-life.info

Rebuild, modernisation and maintenance of the Vertical-Life-Climbing App which is part of the climbing ecosystem that the company is offering to theit customers.
Development of a new version of the Zlagboard App in Flutter. This App is linked to a physical climbing exercise board

iOS Software Engineer

Dibop SRL [07/2018 – 10/2018]

City: Bolzano | **Country:** Italy | **Business or sector:** Arts, entertainment and recreation

Development, modernisation and maintenance of the companies music streaming app in Swift for iOS

Lead iOS Software Engineer

Wuerth Phoenix SRL [11/2016 – 06/2018]

Address: Kravoglstr., 39100 Bolzano (Italy) | **Website:** http://www.wuerth-phoenix.com

Development of SpeedyTOUCH, the mobile salesforce solution of the group running on the iPad (Offline support with backend running on Azure Cloud) in Objective-C and Swift.
Process automation (Continuous Integration with Bamboo and fastlane)
Improve code quality (Unit and UI-Tests)
Setup agile process for a distributed team (Jira, Confluence)

Lead iOS Software Engineer

Eurac Research [11/2010 – 11/2015]

Address: Drususallee 1, 39100 Bolzano (Italy) | **Website:** http://www.eurac.edu

Development of mobile applications for smartphones (mainly in Objective-C and Swift for iOS)
Lead iOS developer and head of the mobile development department
Continuous integration (Xcode-Server/Jenkins)
Development, configuration and running the company's Single Sign On solution for web and mobile (J2EE, Spring, Hibernate)
Development of an e-learning platform (J2EE, JSF, Spring, Hibernate) which has been fitted with RESTful interfaces

Development of the mobile Version of the e-learning platform "Knowledge Book" (mainly in Objective-C and Swift for iOS)

Software Engineer

Free University of Bolzano [07/2010 – 10/2010]

Address: Universitätsplatz 1, 39100 Bolzano (Italy) | **Website:** http://www.unibz.it

Planning and implementing a prototype for a questionnaire website for a hospital (J2EE, Spring, Hibernate)

Software Developer

Raiffeisenverband Südtirol [10/2001 – 01/2009]

Address: Raiffeisenstr. 2, 39100 Bolzano (Italy) | **Website:** http://www.raiffeisenverband.it

Planning and Development of various applications on the Mainframe(z/OS, COBOL, PL/1, DB2)

EDUCATION AND TRAINING

Xamarin Certified Mobile Professional

Xamarin University [01/2018 – 05/2018]

Xamarin Certified Mobile Developer

Xamarin University [01/2018 – 05/2018]

Google Mobile Web Specialist

Udacity/Google [11/2017 – 01/2018]

Mobile Web, Javascript, Offline first

Artificial Intelligence Nanodegree

Udacity [07/2017 – Current]

Artificial Intelligence
AlgorithmsComputer VisionNatural Language Processing

Google Associate Developer Certificate

Udacity/Google [01/2017 – 07/2017]

Android DevelopmentUnit- and UI-testing

Msc in Software Engineering

Blekinge Institute of Technology [08/2009 – 05/2010]

City: Karlskrona | **Country:** Sweden | **Field(s) of study:** Computer Science

Second Year of the European Master in Software Engineering

Msc in Software Engineering

Free University of Bolzano [10/2008 – 07/2009]

City: Bolzano | **Country:** Italy | **Field(s) of study:** Computer Science

First Year of the European Master in Software Engineering

Bachelor of Science in Applied Computer Science

Free University of Bolzano [10/2005 – 07/2008]

City: Bolzano | **Country:** Italy | **Field(s) of study:** Computer Science

Practical oriented, held mostly in english

High-school Degree ("Matura")

Gewerbeobschule Max Valier [09/1996 – 06/2001]

City: Bolzano | **Country:** Italy

High-school with focus on Computer Science

LANGUAGE SKILLS

Mother tongue(s): German

Other language(s):

Italian
LISTENING C2 **READING** C2 **WRITING** C1
SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

English
LISTENING C2 **READING** C2 **WRITING** C1
SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

PUBLICATIONS

Publications Using Data Mining for Static Code Analysis of C, Hannes Tribus, Irene Morrigl, Stefan Axelsson, The proceedings of the 8th International Conference on Advanced Data Mining and Applications (ADMA 2012), Nanjing, China, 15-18 December, 2012.

JOB-RELATED SKILLS

Job-related skills

Basic knowledge of designing and producing circuit boards (including their assembling)