

Daniel Satanik

CURRICULUM VITAE

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Profile

A young developer that started out with a fairly long start-up history. During my 5 years studies in game development, I also worked on multiple web portals and broadened my knowledge about my favorite topics, artificial intelligence (AI) and machine learning (ML). Recently, during my work at Austria's largest research firm AIT, I shifted half of my focus to DevOps and SRE while otherwise working on complex software for applied research projects. Furthermore, I have certifications and some practice in leading and managing inter-cultural teams. I would describe my working style as a good balance of striving for high-quality and managing resources efficiently.

Working Experience

AIT Austrian Institute of Technology GmbH, Vienna Austria since 2018
Research Engineer
App Development, DevOps and SRE

Next GmbH, Wiener Neustadt Austria Mar. 2017 – June 2018
Chief Technology Innovation Officer
Head of IT and development

Österreichisches Bundesheer, Austria 2016 - 2017

Polycular OG, Oberarlrm Austria 2014 - 2016
App Developer
App development for location-based gamification, Unity3d C#

meinKauf GmbH, Vienna Austria 2014
Junior Developer
Front- and backend development for the meinKauf webservice, Ruby on Rails

Spontaneous Order GmbH, Friedrichshafen Germany 2012 – 2014
Freelance Programmer
Front- and backend development for Stilnest, NodeJS, WebGL

Education

University of Applied Sciences in Salzburg, Austria 2014 - 2020
MSc Multimedia Technology
Semester Abroad

- Spring 2016 Asia Pacific University, Japan, Beppu

University of Applied Sciences in Salzburg, Austria 2011 – 2014
BSc Multimedia Technology Internship

- 2013 Spontaneous Order GmbH, Germany, Friedrichshafen

Technical High School for IT and Organization in Vienna, Austria 2006 – 2011

Further...

German (native), English (fluent), Japanese (beginner),
reading, fitness, series, movies