



STEFAN GERASCH

FREELANCER
SENIOR SOFTWARE
ENGINEER & SOFTWARE
ARCHITECT

REMOTE / HYBRID

CONTACT

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Germany

DATE OF BIRTH

04.08.1991

LINKS

[Homepage](#)
[LinkedIn](#)
[GitHub](#)

LANGUAGES

German

English

PROGRAMMING LANGUAGES

C#

Java

PROFILE

Experienced Senior Software Engineer with a proven track record of successfully leading and contributing to the development of web and mobile applications. Skilled in C#, ASP.Net Core, Java, Typescript, React, UWP, Xamarin.Forms, PHP, Symfony with a strong focus on high quality and maintainable code. Eager to learn new and emerging technologies like Angular and .NET MAUI.

Accomplished in application design, full-stack development and cloud engineering. Possesses strong methodological skills, allowing for fast adaptations to new frameworks and changing environments. Passionate for learning about new technologies and eager to further deepen existing expertise. Adept at working in collaborative team environments and continuously spreading knowledge. Provides a strong educational background with a master's degree in information systems and a bachelor's degree in computer science graduating with summa cum laude.

PROJECT HISTORY

FREELANCER DEVOPS ENGINEER CC Systems

📅 FEBRUARY 2025 — MAY 2025

Designing and evolving a modular development environment for data-driven ETL pipelines within a Kubernetes-based ecosystem. This included hands-on adaptation and optimization of existing Infrastructure as Code (IaC) using tools such as ArgoCD, Helm, Terraform, and Ansible. The work required a high level of analytical and methodological skill, especially in navigating and enhancing complex, undocumented production setups.

Key milestones:

- Analyzed and refactored existing IaC components to improve structure, reusability, and maintainability.
- Introduced a clean and isolated testing environment to support agile development cycles.
- Extended and parameterized Apache NiFi flows and PowerBI reports to support new data processing use cases.
- Reverse-engineered undocumented configurations and workflows for structured, reproducible automation.
- Collaborated within a Scrum team using GitLab and Linear, contributing to planning, review, and continuous improvement.

FREELANCER SOFTWARE ENGINEER Industrial Machines Company

📅 AUGUST 2024 — DECEMBER 2024

Leading the design and development of an extendable communication translation hub for the communication between industrial machines and MES systems. Languages and frameworks included C# (.NET 8 & .NET Framework 4.8), ASP.Net and Blazor.

Key milestones:

- Technical Lead of the software, designed and sustained a reliable and maintainable code structure.

Typescript

PHP

HTML

SQL

FRAMEWORKS

ASP.NET

Entity Framework

UWP

WPF

Xamarin Forms

React

Blazor

WinForms

Symfony

Spring Boot

CLOUD TOOLS

Docker

Swagger / OpenApi

Kubernetes

Scaffold

ArgoCD

Helm

- Creation of an extension mechanism to enable third parties to extend the software and easily adapt to new communication protocols.
- Improved code quality through implementing unit tests with a very good line of code coverage.
- Conducting code reviews and mentoring developers to improve code quality and ensure adherence to best practices.
- Utilizing Scrum in combination with Azure DevOps for effective project management and development.

EMPLOYMENT HISTORY

SENIOR SOFTWARE ENGINEER & PLATFORM ARCHITECT

Kurtz Holding GmbH & Co. Beteiligungs KG, Kreutzwertheim

📅 JUNE 2023 — JULY 2024

Leading the design and development of a new, modern, and versatile platform for industrial machines. Languages and frameworks included C# (.NET 8) and ASP.Net as well as Typescript and React.

Key milestones:

- Technical Lead and Technical Owner of the platform, ensuring seamless communication and collaboration between these services.
- Creation of a container-based infrastructure for the machine platform.
- Improved code quality through implementing a continuous integration workflow containing code reviews, SonarQube and Dependency Track.
- Designing the architecture of the platform, consisting of several standalone services communicating through HTTP, OPCUA or MQTT.
- Conducting code reviews and mentoring developers to improve code quality and ensure adherence to best practices.
- Utilizing Scrum in combination with Azure DevOps for effective project management and development.
- Performed performance tests to identify bottlenecks and optimized system performance, particularly in cross-service communication.

SENIOR SOFTWARE ENGINEER

s.Oliver Bernd Freier GmbH & Co. KG, Rottendorf

📅 JULY 2021 — MAY 2023

Leading the design and development of the s.Oliver internal B2B shop platform. The primary languages and frameworks used were PHP, Symfony, Java, Spring Boot as well as Typescript and React.

Key milestones:

- Technical Lead and Technical Owner of the shop platform, ensuring the code quality and innovation of the platform.
- Conceptualizing and executing the migration of the on-premise platform to a state of the art Kubernetes cloud stack.
- Leading the redevelopment of the antiquated Symfony frontends as React single page applications.
- Conducting code reviews and mentoring developers to improve code quality and ensure adherence to best practices.
- Utilizing Kanban in combination with Azure DevOps for effective project management and development.

TOOLS

Visual Studio Code

Azure DevOps

Git

SonarCloud / SonarQube

Dependency Track

Storybook

Terraform

Ansible

WORKFLOWS

CI / CD

Kanban

Scrum

SOFTWARE ENGINEER

s.Oliver Bernd Freier GmbH & Co. KG, Rottendorf

SEPTEMBER 2019 — JULY 2021

Full Stack Development of the s.Oliver internal B2B shop platform. As well as B2B targeted mobile applications. The primary languages and frameworks used were PHP, Symfony, C#, Xamarin.Forms, Java and Spring Boot.

Key milestones:

- Designing and implementing REST APIs with PHP (Symfony), C# (ASP.NET), and Java (Spring).
- Designing and developing mobile applications using C#, Xamarin Forms, and the Universal Windows Platform.
- Utilizing Scrum in combination with Azure DevOps for effective project management and development.
- Trainer for software engineer apprentices.

DEVELOPER WEB & MOBILE

s.Oliver Bernd Freier GmbH & Co. KG, Rottendorf

OCTOBER 2017 — SEPTEMBER 2019

Full Stack Development of mobile applications targeted towards internal departments. The primary languages and frameworks used were C#, Xamarin.Forms, Java and Spring Boot.

Key milestones:

- Designing and implementing REST APIs with Java (Spring).
- Designing and developing mobile applications using C#, Xamarin Forms, and the Universal Windows Platform.
- Utilizing Kanban in combination with Azure DevOps for effective project management and development.
- Trainer for software engineer apprentices.

I.C.S. STUDENT & APP DEVELOPER

s.Oliver Bernd Freier GmbH & Co. KG, Rottendorf

AUGUST 2014 — OCTOBER 2017

Full Stack Development of mobile applications targeted towards internal departments. The primary languages and frameworks used were C#, Universal Windows Platform, Xamarin.Forms and Java EE.

Key milestones:

- Designing and implementing REST APIs with Java EE.
- Designing and developing mobile applications using C#, Xamarin Forms, and the Universal Windows Platform.
- Utilizing Kanban in combination with Azure DevOps for effective project management and development.

EDUCATION

MASTER OF SCIENCE IN INFORMATION SYSTEMS

Technische Hochschule Würzburg-Schweinfurt, Würzburg

MARCH 2016 — SEPTEMBER 2017

Focus on theoretical computer science, distributed systems and machine learning. Graduated with the master thesis on the topic of "Development of a

new methodology for describing graphical user interfaces in the context of a model-driven approach".

Contained Projects:

- Development of an algorithm for the MCU Car Rally to track and follow lines.
- Solving complex problems with the means of approximation algorithms.
- Developing and training a machine learning algorithm for recognizing images.

BACHELOR OF ENGINEERING IN COMPUTER SCIENCE

Technische Hochschule Würzburg-Schweinfurt, Würzburg



SEPTEMBER 2012 — MARCH 2016

Focus on media computer science subjects. Containing computer graphics, mobile applications, sound engineering as well as audio programming and digital sound synthesis. Graduated with the bachelor thesis on the topic of "Evaluation of a model-driven approach for the development of a connector to the SAP Netweaver Gateway" with summa cum laude.

Contained Projects:

- Development of Android apps using Java and Android Studio.
- Creating and Refining a JPEG encoder utilizing AVX256.
- Development of an audio driver abstraction layer for the WASAPI and Core Audio interfaces.
- Development of iOS apps using Objective-C and Swift.