Martin Weber

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Abstract

I am a technical leader and software architect with a focus on SaaS development. My experience spans hands-on engineering to team leadership, where I enjoy turning innovative concepts into practical solutions. Currently, as CTO at Teamecho, I oversee system architecture and drive product development while mentoring a talented engineering team.

Previously at Cloudflight, I led projects that combined software engineering with data science, delivering AI-driven solutions for enterprise applications. I am passionate about continuous learning and actively engage with tech communities through conferences and meetups.

In my spare time, I enjoy running, sports climbing, skiing, and exploring new technologies. I am a native German speaker and fluent in spoken and written English.

Experience

CTO and Technical Architect   **Teamecho**   **10/2019 - Present**

Outline

Teamecho is a SaaS platform for collecting and analyzing employee feedback. I started as the first engineer and took over the development responsibilities from a contractor. In the following years, we built up our in-house software development and operations team.

Key responsibilities

- Development and operation of the Teamecho SaaS product
- Responsible technical architect for the backend
- Developing the product roadmap together with the CEOs and product management
- Lead the technical development of the product
- Developer productivity engineering

Key achievements

- Established software architecture to support the growing number of features
- Established development, deployment, monitoring, operations, and tech support workflows to support the company's scaling of the business.
- Migrated the application to the cloud (Microsoft Azure)
- Integrated AI Technologies into the product (custom models and 3rd party services)
- Hired and developed the current engineering team

Tech stack

- Backend: Spring Boot, OpenApi, Kotlin, Java
- Frontend: TypeScript, React, Redux, RTK, SCSS
- Data storage: JPA/Hibernate, Flyway, MySQL, MongoDB, Redis
- Testing: JUnit, Mockito, JaCoCo, Jest, Cypress
- Build and Deployment: Gradle, npm, Docker, GitLab CI, Microsoft Azure (using Bicep templates)
- Development Environment: IntelliJ IDEA, Visual Studio Code, GitLab
- Monitoring: Azure Application Insights, Grafana
- Code quality tools: detekt, checkstyle, esLint, Sonar, ArchUnit

Software Developer, Data Scientist   **Cloudflight**   **10/2014 - 10/2019**

Outline

Cloudflight is a software development company specializing in enterprise solutions and digital transformation services. I was a team and project leader within the Emerging Technologies segment working in distributed teams. Many of the projects I worked on had one or more data analysis or machine learning components providing services to enterprise applications. Two projects are listed below.

Key responsibilities

- Designed and implemented enterprise software solutions
- Analyzed customer requirements
- Performed data analytics and machine learning in the media, industrial, and retail sectors
- Contributed to the development of digital agendas for AI topics such as predictive maintenance or natural language processing
- Conducted candidate interviews and represented the company at career fairs

Project: Newsadoo

- Newsadoo is a news aggregator that uses AI to aggregate news articles by topic to create a personalized news experience. My team at Cloudflight supported Newsadoo in its early stages.
- Led the technical development of the product and prepared Newsadoo to take back control
- Implemented the first user-interest based news timeline algorithm
- Re-implemented the critical endpoints to meet modern web applications performance and security standards
- Isolated the main application database from other microservices and switched communication to message queues.
- Moved from an AWS Elastic Beanstalk deployment to a containerized deployment using AWS Fargate.
- Technologies I used: Spring Boot, Kotlin, Java, Liquibase, Postgres, JUnit, Mockito, Gradle, npm, Docker, Teamcity, AWS (Cloudformation templates), IntelliJ IDEA, GitLab, checkstyle, Sonar, Prometheus, Grafna

Project: Data Analysis for Steel Casting

- Developed a data analysis platform to manage and analyze temperature measurements during the cooling process.
- Technologies I used: Spring Boot, Kotlin, Java, Python, NumPy, Liquibase, Postgres, InfluxDB, MinIO, JUnit, Mockito, Gradle, npm, Docker, Teamcity, IntelliJ IDEA, GitLab, checkstyle, Sonar

Teaching Assistant for AI　　　　　　Johannes Kepler University　　　　　　09/2014 - 01/2016

- Created and evaluated student assignments for the exercise course
- In winter term 2014 and winter term 2015.
- Tech stack: Java, JUnit, Git

PRACE Research Student　　　　　　VSB-Technical University of Ostrava　　　　　　07/2014 - 08/2014

- Developed a car racing game to demonstrate computational fluid dynamics simulations
- Tech stack: Unity, C#, Visual Studio, Git

Software Engineer (2 summer jobs)　　　　　　NTS Retail　　　　　　07/2012 - 08/2013

- Developed and implemented software component tests
- Setup code coverage for unit and integration tests
- Developed and integrated a module for business process testing
- Was a member of the business backend team
- Summer Job for 2 months each: 07/2012 to 08/2012 and 07/2013 to 08/2013
- Tech stack: Java, J2EE, Junit, JaCoCo, Glassfish, Hudson, SVN

IT technician (compulsory community service) Volkshilfe Oberösterreich　　　　　　08/2010 - 08/2011

- Developed and implemented windows client setup tool (C#, Batch, Visual Studio)
- 1st and 2nd level it support
- Hardware inventory management

Education

Johannes Kepler University	Linz, Austria
Master in Computer Science (unfinished degree)	02/2015 - 09/2018

- Thesis: "Popularity Prediction for Social Media Content, using YouTube views as data source"

Johannes Kepler University	Linz, Austria
Bachelor in Computer Science	10/2011 - 02/2015

- Thesis: "Ontology Engineering for an Extensible Situation Awareness Framework Architecture"
- Passed with distinction

Federal Secondary College of Engineering	Linz, Austria
Software and Business	09/2005 - 07/2010

- Thesis: "Simulation for Robot-Soccer" (C#, C++, nVidida PhysX, Visual Studio)
- Passed with distinction