

# Lisa Matzner

PYTHON BACKEND DEVELOPER

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## SKILLS

### Programming Languages

Python

SQL

PostgreSQL

HTML

CSS

### Skills

Object-Oriented Programming (OOP)

Google Cloud Platform (GCP)

Amazon Web Services (AWS)

CI/CD

REST API

RDBMS

Git

Django

Agile Development

File I/O

Unit Testing

Data Analysis & Data Modeling

### Languages

German (Native)

English (Fluent / B2)

### Tools & Software

Visual Studio Code

Jupyter Notebook

Excel

Tableau

Figma & Sketch

Adobe Creative Cloud

PowerPoint

## PROJECTS

### Django Forum

Django-based forum with DRF-powered API integration

### Preparing for Influenza Season

Analysis of Medical & Demographic Data

### Instacart Grocery Basket Analysis

Analysis of Customer & Sales Data

Python backend developer with a background in data analytics and over 10 years of diverse design experience, combining creativity and curiosity to solve problems and develop efficient, customized solutions. Eager to leverage this unique blend of skills to build robust backend systems and take on new challenges in software development.

## EDUCATION

### Python Backend Programming | DCI Digital Career Institute GmbH

June 2024 - May 2025 | Berlin

- Accomplishing a full-time training including Python Basics, Databases, Django, Framework, APIs & Cloud Services
- Taking English lessons during the course to achieve a certificate in Level B2
- Completing multiple small and one final large practical project to practice programming skills

### SAP Foundation Level in SAP S/4 HANA 2021

Certified November 2023 | Berlin

### Data Analytics Certification | CareerFoundry

September 2022 - Graduated February 2023 | Berlin

### BA Game Design | University of Applied Sciences Berlin

October 2013 - Graduated September 2017 | Berlin

## WORK EXPERIENCE

### Freelance Interdisciplinary Designer

August 2019 - January 2024 | Berlin

- Collaborated with clients to identify design challenges and opportunities in various interdisciplinary fields.
- Applied user-centered design methodologies to develop intuitive user interfaces, game ideas, and visual designs.
- Achieved project goals by utilizing effective communication, problem-solving, and organizational skills.

### Junior UX/UI Designer | Lakehaus Inc.

August 2018 - July 2019 | Berlin

- Designed and developed a mobile app that allowed users to connect and interact by playing games and chatting.
- Worked as part of a startup team, taking on responsibilities such as designing and implementing user interfaces, creating click prototypes, and devising simple game concepts. Organized and participated in user testing, evaluating its results to improve the app.
- Gained valuable experience in UI/UX design, prototyping, and user testing, contributing to the development of a unique mobile app. The user testing helped to identify potential issues and opportunities for improvement, resulting in an optimized and improved product.

### Quality Assurance Intern | Deadalic Entertainment

October 2016 - February 2017 | Hamburg

- Developed and executed test plans for video game software across multiple platforms, identifying and reporting defects to enhance product quality.
- Collaborated with developers to resolve issues, reducing bug reports by 25% and improving testing efficiency through shared QA best practices.

### Media Designer - Digital & Print | Power Design & Print

August 2008 - September 2013 | Parchim

- Designed and delivered high-quality digital and print media campaigns for SMEs, utilizing Adobe CC and industry tools, while collaborating with clients to meet goals and enhance campaign success.