Huster Zapke **Andrés**

THEOR. PHYSICIST · JUNIOR DEVELOPER

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Summary

Born in 1994 in the Basque Country (Spain) and moved to Germany for study. Worked 2+ years in numerics and software development. Currently, I am expanding my technical skills into front-end and service hosting. A junior scientist who wants to find its place in the tech context and develop new technologies.

Work Experience

Histomography GmbH
Göttingen, Germany

SOFTWARE ENGINEER AT START-UP — *Jan. 2024 - May. 2024*

- Developed a calibration algorithm for an innovative computer tomography instrument
- Improved the geometry determination by a factor of 10 compared to the old software

École normale supérieure
Lyon, France

INTERN AT THEORETICAL PHYSICS DEPARTMENT (FUNDED) — *May. 2023 - May. 2024*

- Wrote 9/10 graded Masterthesis about modified classical Electromagnetism and simulated the analogue phenomena on a thermalized solid state gitter

Institut für Astrophysik Göttingen
Göttingen, Germany

SOFTWARE ENGINEER — *Feb. 2019 - Feb. 2021*

- In charge of the pointing model and calibration of the solar telescope
- Presented weekly progress at group and lab meetings
- Maintained a coworking culture with IT and management departments

Education

HAWK
Göttingen, Germany

B.SC. ENG — *2019*

- Wrote bachelor thesis at the astrophysics department and got a paid position. I would continue my masters here.
- First sci. publication: Observing the integrated and spatially resolved Sun with ultra-high spectral resolution

Georg-August Universitaet Goettingen
Göttingen, Germany

M.SC. THEORETISCHE PHYSIK — *May 2024*

- Implemented innovative algorithms efforlessly from sci. publications.
- Presented different studies in front of specialist and general public.
- Redacted reports, highlighting the task, the solutions that were overcome and a clear path for future work.
- Second sci. publication is currently under review (May 28. 2025)

Extracurricular Activity

Sim Market
Cadiz, Spain

MACHINE LEARNING PROJECT — *Nov. 2024 - Now*

- Developed PyTorch framework to train LSTM Models on historical crypto data
- Designed front-end with React.js as well as a https based API for backend communication
- Currently implementing ML live-trading into the frontend.

Breeze
Cadiz, Spain

GAME DEVELOPER ENTERPRENEURSHIP — *May. 2024 - Oct. 2024*

- Developed a scalable, physics based, flight-and-shoot game targeting Webbrowser market in Cs script language.
- Enhanced a laggless communication between server and client using Mirror VFX, using client-only instances whenever possible.
- Served the game using a secure Websocket connection via SSL. Constructed a fully automated CI/CD pipeline for deployment.