

## Heinrich Reich

Software Architect / Senior Software Engineer

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LUCERNE, SWITZERLAND

# Heinrich Reich

I build and modernize product platforms across frontend, backend, cloud, and infrastructure, with a focus on durable technical decisions and pragmatic delivery.

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## Recruiter Snapshot

Senior software engineer and architect with proven delivery across production e-commerce, event platforms, and business software. Hands-on in implementation, strong in refactoring, architecture, and cross-functional collaboration.

## Experience

Dec 2023 - today · Sursee

### Software Architect · zeit ag

Architecture ownership combined with a strongly hands-on engineering role.

- Defines architecture and technical implementation direction

- Makes refactoring and technical-enabler decisions
- Works across frontend, backend, and infrastructure
- Coordinates with product owners, project managers, and engineers across locations
- Owns technical concerns for both SaaS and on-premise operation
- Uses AI-assisted workflows for code, prototypes, and documentation

May 2021 - Nov 2023 · Sursee

### **Software Engineer · zeit ag**

Migration of core business software capabilities from Windows fat client to web.

- Web migration for time tracking, project management, and workforce planning
- Supported both SaaS and on-premise customers
- Worked in cloud and container environments with CI/CD and code review processes

Apr 2014 - Apr 2021 · Thun

### **Senior Software Engineer · nexbyte GmbH**

Worked on customer-facing Swiss Post products with a focus on maintainability and integration into existing business processes.

- Redesign, refactoring, and maintenance of WebStamp
- Built a mobile- and accessibility-oriented customs declaration solution
- Delivered on production PHP and JavaScript stacks running on Linux and MariaDB

Jan 2016 - Apr 2021 · Thun

### **Senior Software Engineer · NextEvent AG**

Built and evolved a modular event platform and related mobile applications.

- Reservation and sales platform for concerts, conferences, clubs, and shows
- Customer-specific modules for event-specific requirements
- Mobile admissions and POS app using camera, GPS, and NFC
- Internal app service for additional NextEvent applications

## Tech Stack

### Frontend

Angular · Vue · Aurelia · JavaScript · TypeScript · Bootstrap · DevExtreme

### Backend

PHP · Node.js · C# · .NET · ASP.NET · Java · Zend Framework · Express

### Data and persistence

SQL Server · MariaDB

### Cloud and infrastructure

Azure · AWS · Docker · Kubernetes · Linux · EC2

### Delivery and collaboration

Azure DevOps · CI/CD · Code reviews · Jira · Confluence

## Private Projects

2019 - present

### **ECSTS**

Entity-component system for JavaScript and TypeScript, also used by other hobby developers.

2016 - present

### **Y.A.M.E.**

Generic 2D map editor built for personal workflows, with a future public stable release in mind.

2012 - 2020

### **Spriter Runtime for Java**

Parser and runtime for the Spriter 2D animation tool. No longer actively maintained.

## **Education**

### **Computer science studies**

University of Bern · 2010 - 2014

Completed the computer science portion including a bachelor thesis on deferred rendering with Java and OpenGL. Secondary subjects were not continued after moving into industry full-time.

### **General higher education entrance qualification**

Richard von Weizsacker Berufskolleg, Dulmen · 2007 - 2010

Focus on mathematics and computer science.

Heinrich Reich · Software Architect / Senior Software Engineer