Muny-Roth Chev

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Software Developer with 3+ years of C#/.NET experience in software architecture, data pipelines, and 3D visualization. Proven ability to design and develop complex systems from greenfield to production, with experience in distributed Agile teams and GitLab CI workflows. Former architect bringing strong domain modeling and systems thinking to enterprise software challenges.

Work Experience

Software developer 3D | BIM   Mensch und Maschine | Stuttgart, DE   Oct 2024– Present
- Designed and developed C#/.NET pipelines for CAD data processing and conversion, owning the full pipeline architecture
- Designed coordinate transformation systems for geospatial accuracy across large-scale datasets
- Designed algorithms for cluster detection, data extraction, and point cloud processing
- Collaborated in a distributed team (Stuttgart/Borken) using GitLab CI pipelines, Kanban workflows, and daily standups

Computational architect   BCK Architektur | Berlin, DE   Sep 2023 – Oct 2024
- Architected modular C#/.NET tools following maintainable design principle for simulation and automation
- Implemented machine learning concepts including K-means clustering and genetic algorithms
- Created efficient algorithms for parametric component generation

Designer & Digital Twin Developer   Kewazo | München, DE   Aug 2022 – Aug 2023
- Led development of a robot digital twin using Unity, C#, .NET and Python
- Built real-time simulations and data analysis tools
- Managed data persistence with SQLite for robot operational data logging and analysis

Free-lancer in Design / Computational Design   May 2021 – Aug 2022
- Delivered parametric modeling, automation scripts, and 3D visualizations using Python, C#, Grasshopper, Rhino

Personal project

ViviTalks — Accessibility Communication App (React Native / Expo / Firebase) — *in active development*
- Greenfield project: designed full architecture independently from concept to production
- Implemented Firebase Firestore (NoSQL) for real-time data sync and Firebase Auth for role-based access
- Integrated Firebase Cloud Messaging (FCM) for push notifications across caregiver and user roles
- Developed in English, targeting international market with 16 languages support

Technologies and languages

Languages	C#, .NET 6/8, Python
Version Control & CI/CD	Git, GitLab CI, GitHub
Databases	SQLite, Firebase Firestore (NoSQL), Firebase Realtime Database
Methodology	Kanban, Agile, daily standups, code review
IDEs	Visual Studio, VS Code
Paradigms	OOP, SOLID principles, design patterns, software add-in development

Education

M.Eng. Computational design, TH-OWL, Germany.	2021 – 2023
M.Sc. Architecture & Urban planning, ENSA Strasbourg, France	Tongji University, China	2014 – 2020

Languages

English	Fluent
German	B1 – B2 (Limited professional proficiency)
French	Mother tongue