

# Henry Gressmann

Full-stack Software Engineer

📍 Berlin, Germany

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🌐 <https://henrygressmann.de>

## Skills

### Backend Development

Rust, Node.js, Golang, Python

### Web Development

TypeScript, CSS, React, Web Security

### Cloud

Linux, Docker, Containers

### Mobile Apps

PWAs, React Native

## Profiles

📷 explodingcamera  
GitHub

🌐 henrygressmann  
LinkedIn

📄 blog.henrygressmann.de  
Blog

📁 henrygressmann.de/work  
Portfolio

## Certifications

### Machine Learning

Stanford University on Coursera

August 2017

🌐 [cousera.org](https://cousera.org)

### CS50

edX HarvardX

January 2016

🌐 [edx.org](https://edx.org)

## Languages

### German

### English

C2 Proficiency

I'm a Software developer with 6 years of experience, specializing in Rust and developer tooling. Began my career in web development in 2016, with a strong commitment to open-source projects. Eager to leverage my expertise in Rust and React to develop innovative tools and contribute to the growth of open-source communities.

## Experience

### Henry Gressmann Software Engineering

September 2021 - Present

Freelance Software Engineer

Berlin

I've worked with a variety of clients, focusing on React and React Native projects.

### canX GmbH

Juli 2017 - 2024

Co-Founder & Head of Engineering

🌐 <https://canx.gmbh>

## Education

### CODE University of Applied Science

2019 - Present

Software Engineering

Bachelor of Science

🌐 <https://code.berlin>

### Berufliche Schulen Bebra

2017-2019

Design and Media Technology

Abitur

## Projects

### TinyWasm

November 2023 - Present

🌐 <https://github.com/explodingcamera/tinywasm>

TinyWasm is a lightweight WebAssembly Runtime written in Rust. It fully supports WebAssembly 1.0 with an emphasis on being portable with a lightweight architecture and minimal external dependencies.

Rust, WebAssembly

### pog.network

2021-2022

🌐 <https://github.com/pognetwork/champ>

A novel eco-friendly peer to peer network. I managed a team of 3 other developers and designed the protocol.

Rust, Networking, P2P

### canX.org

2017-2020

I managed a team of 2 other Developers, designed a micropayment solution, and created our microservice architecture, custom multimedia player, and video CDN

React, React Native, Golang, gRPC