

Jan-Philip Loos

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Education

- M.Sc. : Computer Science - *University of Applied Science Wedel*, (planned end December 2014)
- B.Sc. : Media Computer Science - *University of Applied Science Wedel*, 2010
- German Abitur: Intensive Courses: Latin & Physics, 2005

Research

- current: *Modern OpenGL in Haskell*
- 2013: *Functional Reactive Programming in Netwire*
- 2010: B.Sc.-Thesis: *Development of a Server-Side Rigid-Body Simulation*

Research Interests

Computer Graphics and Virtual Reality; Functional Programming; Haskell;
GPGPU; Physic Simulation; Category Theory; Game Programming

Work Experience

- 2012-2013: System-Development, Briends GmbH
- 2009-2011: Junior Developer Front-End & Back-End (Java), Bigpoint GmbH
- 2006-2009: IT-Administration, forma nova GmbH
- 1999: Internship Programming, Kiwilogic AG
- 1998: Internship 3D Modeling, Kiwi GmbH

Projects

- 2012-2013 : IT-Administrator and System-Developer
Social Writing Web-Portal based on XWiki
Mygnia [Post-Mortem \(german\)](#)
Briends GmbH
- 2010-2011 : Java-Developer
Tooling & Automation and Back-End-Development
[Pirate Storm](#)
Bigpoint GmbH
- 2009-2010 : Java-Developer
Sound-Programming & Tooling
Poisonville (unreleased)
Bigpoint GmbH

Skills

Computer Science & IT

- Functional Programming: good
- Reactive Programming: medium
- Object Oriented Programming: strong
- Test-Driven Development: good
- Concurrent and Parallel Programming: good
- UNIX: good

IDEs & Editors

- Eclipse: strong
- Visual Studio: medium
- Sublime Text: good
- vim: medium

Version Control Systems

- git: good
- svn: good
- cvs: medium

Digital Content Creation

- Photoshop: good
- Houdini: medium
- zBrush: medium
- 3D Studio Max: medium

Operating Systems

- Debian, Ubuntu
- Mac OS X
- Windows 8, 7/Vista, XP

Additional

- HTML/CSS/JS
- LaTeX
- Markdown
- IRC

Languages

- English
passive: good
active: medium
- German
native

Qualifications

- Productivity Management: 2007
- Creativity Techniques for Students and Leaders: 2007
- Unit-Testing in Java (JUnit): 2010

Interests

Drawing; Family; Gaming; Cooking; 3D Modeling; TV Series; Walking; Technologies

References

- [Functional Reactive Programming \(german\)](#)
- [Github Profile](#)
- [Curriculum Vitae \(pdf\)](#)
- [Xing Profile](#)