

Curriculum Vitae

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Education

- M.Sc. : Computer Science - *University of Applied Science Wedel*, 2015
- B.Sc. : Media Computer Science - *University of Applied Science Wedel*, 2010
- German Abitur: Intensive Courses: Latin & Physics, 2005

Research

- 2015: *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, Virtual Reality, Functional Programming, Haskell, GPGPU, Physic Simulation, Category Theory, Game Programming

Work Experience

- 2012 – now: Full Stack 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

2015 – now: Full Stack Developer

Reading printed books mobile

Papego (german)

Briends GmbH

Technologies:

- Haskell
 - Persistent
 - Servant / WAI / Warp
 - Yesod
 - doctest & QuickCheck & hspect
 - Hakyll
 - Lenses
 - Aeson
 - stack
 - Strong Basics in Category Theory
- Kubernetes
- Docker
- Google Cloud
 - Datastore
 - Cloud Function
 - Container Builder
 - Kubernetes Engine
- Google Data Studio
- TypeScript & JavaScript
- Node & Yarn
- Webpack
- Angular
- Ionic
- Fastlane
- Elasticsearch
- RESTful API Design
- Swagger / OpenAPI

2012 – 2013: IT-Administrator, System-Developer & Co-Founder

Social Writing Web-Portal based on XWiki

Mygnia – Post-Mortem (german)

Briends GmbH

Technologies:

- Bare Metal (Self Hosted Service)
- XWIKI
- Java
- Groovy
- Python

2010 – 2011: Java-Developer

Tooling & Automation and Back-End-Development

Pirate Storm

Bigpoint GmbH

Technologies:

- Java + JUnit
- ActionScript
- MySQL
- Swing
- Jenkins

2010: Back & Front-End Development in Unity

Implementation of an Real-Time Back-End Service

Evaluation Project

Bigpoint GmbH

Technologies:

- Unity
- .Net / Mono
- C#
- F#
- Python

2009 – 2010: Java-Developer

Sound-Programming, Graphics-Programming & Tooling

Poisonville (unreleased)

Bigpoint GmbH

Technologies:

- Java + JUnit
- Hibernate
- OpenGL
- OpenAL
- AWT & Swing
- JMonkeyEngine
- Max Script (3D Studio Max)
- Python
- Jenkins

Skills**Computer Science & IT**

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

- Clean Code: *good*
- UNIX: *good*
- Kubernetes: *good*

IDEs & Editors

- Eclipse: *strong*
- Visual Studio: *medium*
- Visual Studio Code: *good*
- 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 10, 8, 7/Vista, XP

Additional

- HTML/CSS/JS
- LaTeX
- Markdown
- JSON & YAML
- 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 & Cocktails, 3D Modeling, TV Series, Walking, Running, Technologies

References

- Master Thesis – *Modern OpenGL in Haskell*
- Functional Reactive Programming (german)
- Github Profile
- Curriculum Vitae (pdf)
- Xing Profile