

# Curriculum Vitae

Jan-Philip Loos

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Oktaviostraße 112 E, 22043 Hamburg, Germany  
+49 160 966 511 88 • jloos@maxdaten.io

## 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*

## Awards

- 2018: German Design Award (Winner: Excellent Communications Design – Apps)
- 2016: Isarnetz Award für Medieninnovation
- 2016: CONTENTshift Award (Börsenverein des Deutschen Buchhandels)
- 2016: Best of „Neuland 2.0“ at Leipziger Buchmesse

## 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