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*](https://github.com/MaxDaten/master-thesis/releases/download/1.0/master-thesis.pdf)
* 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)](https://www.german-design-award.com/die-gewinner/galerie/detail/14562-papego.html)
* 2016: [Isarnetz Award für Medieninnovation](https://www.briends.net/2016/11/04/papego-mit-isarnetz-award-f%C3%BCr-medieninnovation-ausgezeichnet/)
* 2016: [CONTENTshift Award (Börsenverein des Deutschen Buchhandels)](https://www.contentshift.de/2016/gewinner/)
* 2016: [Best of „Neuland 2.0“ at Leipziger Buchmesse](http://www.leipziger-buchmesse.de/pressemitteilungen/neuland-20-zeigt-14-ausgewaehlte-startupinnovationen/393971)

## Projects

### 2015 – now: Full Stack Developer

*Reading printed books mobile*  
[Papego (german)](http://papego.de)  
Briends GmbH

*Technologies:*

- Haskell  
 - Persistent  
 - Servant / WAI / Warp  
 - Yesod  
 - doctest & QuickCheck & hspec  
 - 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)](http://karl-olsberg.jimdo.com/mygnia/)  
Briends GmbH

*Technologies:*

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

### 2010 – 2011: Java-Developer

*Tooling & Automation and Back-End-Development*  
[Pirate Storm]((http://www.piratestorm.de/?locale=en_GB))  
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*](https://github.com/MaxDaten/master-thesis/releases/download/1.0/master-thesis.pdf)
* [Functional Reactive Programming (german)](http://stud.fh-wedel.de/~inf9912/research/20131207-info-seminar-frp-netwire/)
* [Github Profile](https://github.com/MaxDaten)
* [Curriculum Vitae (pdf)](./curriculum-vitae.pdf)
* [Xing Profile](https://www.xing.com/profile/JanPhilip_Loos/cv)