Jan-Philip Loos

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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, Nix & NixOS, GPGPU, Physic Simulation, Category Theory, Game Programming

## Work Experience

* 2012 – now: Full Stack Development & DevOps, Co-Founder of *Briends GmbH*
* 02/2021 - 06/2021: Consultant & Full Stack Development, *Kitalino GmbH*
* 02/2020 - 09/2020: Full Stack Development  
  *Oaktree Technologies GmbH* (subsidiary of *Fielmann AG*)
* 2018 – 02/2020: Full Stack Development & DevOps, *Fielmann AG*
* 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

### 02/2021 – 06/2021: Kitalino GmbH

The Kitalino GmbH is a subsidiary of the Herder Verlag that offers digital solutions for daycare centers and their supporting organizations. As a core feature Kitalino offers digital development documentation of children.

Consulted regarding architecture reviews, context analysis, code reviews, project management, automatization and API development.

*Technologies:*

* Distributed Architectures
* Keycloak
* Agile Project Management in Scrum Framework
* Docker & Docker Compose
* MySQL
* Nginx
* PHP 7 & Symfony 4

### 2018 – 09/2020: Full Stack Developer / DevOps

#### Oaktree Technologies GmbH

Onboarding project to new enterprise environment. Support data-science team in architecture, automatization and workflow.

*Technologies:*

* Python
* NumPy
* Jupiter Notebooks
* Github Actions
* Microsoft Azure

#### Fielmann AG - Tablet Based Centration

Technical Lead Developer for an iOS enterprise app for opticians to measure optometric values of customers.

*Technologies:*

* .Net
* Xamarin
* Jenkins
* AWS

#### Fielmann AG - Product Catalogue

Developing front-end, backend & infrastructure and continuous deployment for an AWS backed product catalog.

*Technologies:*

* Kotlin
* React
* Kubernetes
* Docker
* AWS
* Kafka

### 2015 – now: Briends GmbH - Full Stack Developer / DevOps

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

Full stack development of iOS & Android app & backend. Automatization, integration & delivery in Google Cloud.

*Technologies:*

* Kotlin
* 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 for Mac: *medium*
* Rider: *good*
* IntelliJ: *good*
* Visual Studio Code: *good*
* Sublime Text: *good*
* vim: *medium*

### Version Control Systems

* git: *strong*
* 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: *strong*  
  active: *good*
* German
* native

## Qualifications

* [Stanford University: Machine Learning: 2020](https://coursera.org/share/26faafa34c2f531e0bcec7dd62d92db1)
* 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)](./cv/curriculum-vitae.pdf)
* [Curriculum Vitae (docx)](./cv/curriculum-vitae.docx)
* [Xing Profile](https://www.xing.com/profile/JanPhilip_Loos/cv)