



Alex Düsel, IT Consultant

Professional Record

XSL, Python, Django, NodeJS

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Introduction

Alex has a wide spectrum of programming skills, ranging from (big-) data queries, data transformations, backend development up through the whole development stack including UX/UI design.

He has worked on large-scale XML publishing projects for the automotive, mechanical engineering and aviation industry. Over the last years, he has been more involved in automation projects, paperless processes and form-based workflows, dealing with healthcare data and insurance papers.

He is also a good communicator and enjoys presenting to the business and to the team. He is experienced in coordinating project activities across continents.

Technical Skills

Software Development

Standards

XML, XSLT, XQuery, XPath, XSpec, Schematron	HTML5, XHTML, XSL-FO, CSS	JSON
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Programming

Python, Django, NodeJS	Javascript, jQuery, CKEditor	SQL
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Formats

Docbook, DITA, PI-MOD	S1000D SGML, CALS	DTD, XSD, RelaxNG
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Enterprise Development

Java, J2ME	REST, SOAP	J2EE, OSGi
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Modelling

OOA / OOD	UML	BPMN
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Practices

Agile / SCRUM	Declarative Programming	OOP, Functional Programming
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Tools

GIT, SVN	Eclipse, oXygen	Jira, Confluence
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Applications

Technical Documentation

Docufy COSIMA	Ovidius TCToolbox	Docufy Machine Safety
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PDF Formatters

AntennaHouse	Apache FOP	TopLeaf Formatter
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BPMN Suites & WCMS

Adobe LiveCycle	Camunda	Zope, Plone
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Infrastructure

Databases

MongoDB	MarkLogic	existDB
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Server & Search Engine

Apache Solr	Apache HTTPD	nginx
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Operating Systems

Windows	Mac OS	Linux
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Relevant Experience

Software Developer

since 2020/01 Docufy GmbH,
Bamberg

Docufy specializes in publishing solutions for companies in the mechanical engineering sector and for the automotive industry.

Back to the roots: After 7 years of being an IT nomad in various fields I have finally returned to the company that has taught me so many things about **XML**.

XML Developer

2018/09 – 2019/12 LambdaWerk GmbH,
Berlin

LambdaWerk specializes in data interchange and transformation systems for the U.S. managed health-care sector. The U.S. Owner closed the company.

- Implemented **XML** transformations, **XQuery** scripts (**MarkLogic**) and **BPMN** diagrams (**Camunda**) for automating encounter submission and daily reporting tasks.
- Attended the XML Summer School in Oxford, the XML Prague Conference, the CamundaCon in Berlin and the "Heart of Clojure" conference in Leuven, Belgium.

Senior Consultant

2016/10 – 2018/08 eggs unimedia GmbH,
Munich

Adobe Enterprise Solution Partner with more than 15 years of experience.

- 1st-level-support, training and consulting regarding **Adobe Livecycle ES4** BPM projects. Clients included research organizations, insurance companies and banks.
- Put the focus on a project of the Fraunhofer Institute, which is Europe's largest application-oriented research organization. The requirement report of all subsidiaries has been controlled by a **large BPMN process**, that features a three-step approval process and numerous review cycles.
- SCRUM was implemented together with system analysts at the client's site. For managing the complex form-based workflow, also XML specific technology (**XSLT**, **XSD**) is used.

Consultant / Application Developer

2014/01 – 2016/09 Ovidius GmbH | a gds
company, Berlin

Ovidius specializes in publishing solutions for companies in the mechanical engineering sector and for airlines.

- **Technical project management** for Airbus Helicopters; in particular I was concerned with the cost estimation and risk evaluation of a new publishing process (NH90 Aircrew Paper Manuals); The information architecture of the project is based on the **S1000D** SGML DTD; Communicated and tested requirements between the customer, the DEV team in Berlin and a subcontractor in Australia (TurnKey Systems),
- Provided technical expertise regarding **PDF layout** and **automatic typesetting**,
- Provided the **idea**, the basic **concept**, system **architecture** and development for a new product: Ovidius ARC-Desk. (ARC-Desk is a content delivery portal and document-oriented ticket system for **approval**, **review** and change management, featuring a fine-grained rights management and many configurable transformation processes. ARC-Desk is currently used by the TUI group and some others)
- Provided the concept and the development for a **browser based XML editor**.

Javascript Developer

2012/09 – 2013/12 upjers GmbH & Co. KG,
Bamberg

upjers is a developer and publisher of browser based online games with more than 50 million players

- Implemented the **HTML5** frontend of a new browser game (**JavaScript / JQuery / Construct2**);
- Communicated and agreed on the complex JSON interface with the backend developer.

Software Developer

2008/01 – 2012/08 Docufy GmbH,
Bamberg

Docufy specializes in publishing solutions for companies in the mechanical engineering sector and for the automotive industry.

- New product development **COSIMago! XSL Stylesheets**. **COSIMago!** is the CCMS (compo-

nent content management) standard solution that runs “out-of-the-box”. XSL stylesheets constitute the presentation layer of the system. I was working on this project until the first production-ready version was released.

- Implemented the XSL stylesheets for Endress +Hauser featuring a variant of **PI-MOD** content model,
- Provided the concept and development of a routines for attaching **supplier documentation** in different paper formats to existing print publications.
- Specification of the requirements for new XSL Stylesheets,
- Maintained existing XSL transformations (Rohde & Schwarz, Bosch Rexrodt, KHS),
- Provided the concept and development of a library for sorting multi-level **back-of-the-book index** (asian language support)
- Implemented the XSL and HTML presentation layer of the product *Docufy Machine Safety*,
- Implemented the editor component of the product *COSIMA Information Provider*

Freelancer

2001/01 – 2007/12 Various companies,
Munich

- Implemented three commercial **mobile games**, ported these games to different cell phone models
- Worked on the game engine of a state-of-the-art **casino game**
- Web development with WCMS **Zope / Plone**
- Worked as teaching assistant at a distance-teaching university.

Side Projects

Over the last 20 years I have worked on many small side projects. The two most successful one's (in terms of impact on my skills) are listed below.

Tektur CCMS

2016/08 - 2019/12 www.tekturcms.de
www.publiziere.de

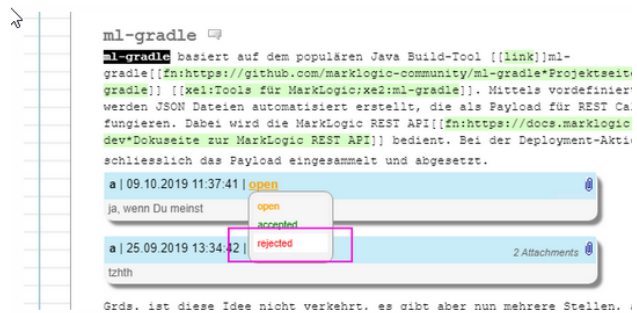
DITA Publishing + Review & Approval - Tektur is an easy-to-use browser-based CCMS system.

- **Technology:** NodeJS / Express, MongoDB, XML / XSLT / XSL-FO

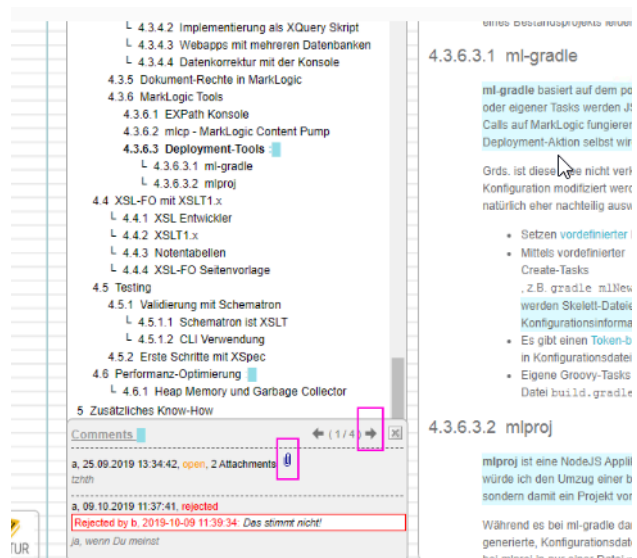
- **Status:** Production-ready prototype that would need a bit of polishing

Some random screenshots:

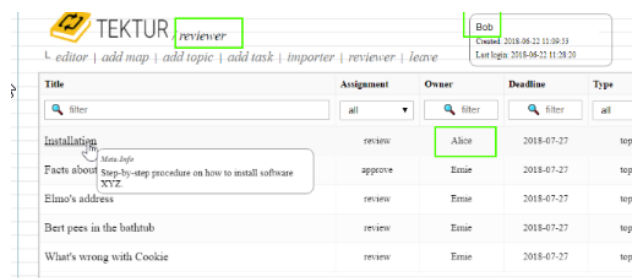
Approver can change the state of a discussion:



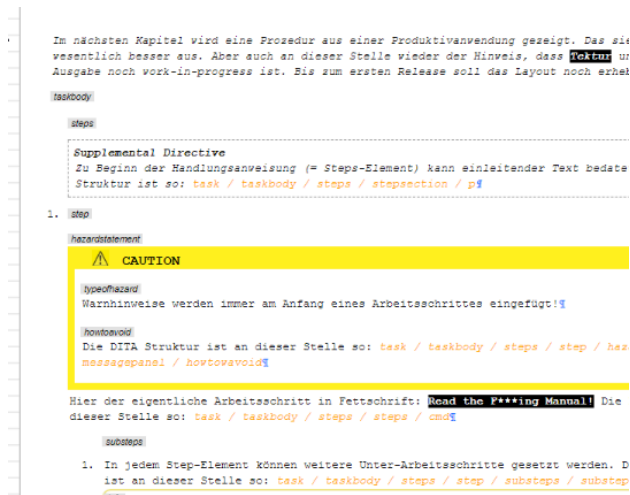
Reader's view with TOC and discussion panel:



Document listing with many optional settings:



Editor view showing a "tag-less" XML editor featuring the DITA content model:



A teaser animation automatically moves the player sprite around:



Select one of 33 levels in the level-select screen:



Pushbox

2005/04 - 2005/12

PushBox - free-to-play
cellphone game

Cellphone game that scored more than 10000 downloads in 2005. It was featured on many websites, e.g. Softonic.

- **Technology:** Java / J2ME / MIDP
- **Game design:** Sokoban clone on a scrollable isometric map with 33 levels included
- **Status:** Production-ready 100% bug free

There's a speaking-Young-Alex-animation at game start:



Reward animation when level completed:

