Hans-Peter Dietz

Curriculum Vitae

▬▬▬ Personals

Date of birth Feb 26, 1987 at Rothenburg o.d. Tauber, Germany
Nationality German
Marital status Single

▬▬▬ Experience

Vocational

2015–present **Software Engineer**, CHECK24, Munich – https://www.check24.de.
Full stack JavaScript developer and DevOp in the animal insurance team.
Details:
- Agile and lean development process (SCRUM/Kanban).
- Front end development using various frameworks, including (vanilla) ECMAScript 2015, AngularJS 1.x, React, Redux, Mithril and Riot.js.
- Development of backend (micro-) services, jobs and APIs using various technologies, including Node.js and C#.
- Test and behavior driven (TDD/BDD) development approach using various frameworks, including Jasmine, Karma, Mocha, Chai, Sinon, Cucumber.js and Protractor.
- Various DevOps tasks, including:
  - Setup and maintenance of Docker infrastructure.
  - Setup and maintenance of reverse proxy and load balancing nodes using NginX.
  - Machine provisioning with Ansible and Bash.
  - Maintenance of CI/CD pipeline (Bamboo) and Linux VMs.
- Itermittently helped out with native development for both iOS (Swift) and Android.

Peculiarities:
- Held tech talk about accelerated mobile pages (AMP).
- Held three part tech talk about Linux and Bash. https://github.com/haensl/bash-talk
- Held a presentation about componentization in modern web engineering at TU Munich.
- Focussed on mobile web presence.
- Conducted adhoc UX/IX study with accompanying report.
- Authored a tech report about Ansible configuration management *(see Publications)*.

2014–2016 **CEO, CTO**, J&H, Freising – http://jandh.org.
Co-Founder, CEO and CTO.
Details:
- Commissional web development of both individual components as well as complete websites using various technologies.
- Design and implementation of native mobile applications for iOS (Objective C) and Android.
- Commissional consulting about usability and user centered design.

2011–2014	**Student assistant**, LFE Media Informatics, Ludwig-Maximilians-University, Munich – http://www.medien.ifi.lmu.de.
	Details:
	Held weekly tutorials accompanying the following lectures:
	Digital Multimedia Teaching of the fundamental concepts of digital multimedia.
	Multimedia Programming Programming of multimedia applications and games using Python and JavaFX.
	Online Multimedia Technical concepts and implementation of websites and webservices using PHP, JavaScript, jQuery, Prototype and JBoss/JSP/JSF.
2008–2010	**Working Student**, Efdis AG, Freising – http://efdis.de.
	Working student in software development.
2007	**Working Student**, BMW Group, Munich – https://www.bmwgroup.com.
	Working student in taxes/national.

Projects

2017–present	**HP Dietz**, HP Dietz, Munich – https://haensl.github.io.
	Design and implementation of my personal Github.io page.
2017–present	**gulp-minify-inline-json**, HP Dietz, Munich – https://github.com/haensl/gulp-minify-inline-json.
	Gulp plugin to minify inline JSON data.
2017–present	**vm-php**, HP Dietz, Munich – https://github.com/haensl/vm-php.
	PHP7 project skeleton based on Vagrant and Ansible featuring development and QA sites as well as Mailhog.
2017–present	**The Rovers	Pub Music**, HP Dietz, Munich – http://rovers.band.
	Design, implementation and maintenance of the band's website.
2017–present	**ng-async-img**, HP Dietz, Munich – https://github.com/haensl/ng-async-img.
	An Angular.js directive for asynchronous, $animate-aware image tags. Available on npm and bower.io.
2017–present	**js-performance**, HP Dietz, Munich – https://github.com/haensl/js-performance.
	A collection of JavaScript/Node.js profiling modules and benchmarks.
2016–present	**ngAnimatedScroll**, HP Dietz, Freising – https://github.com/haensl/ngAnimatedScroll.
	A promise based Angular.js service to facilitate animated scrolling. Available on npm and bower.io.
2015–present	**htmlelement.polyfills**, HP Dietz, Freising – https://github.com/haensl/htmlelement.polyfills.
	Lightweight, vanilla JavaScript polyfills for most common operations on the HTMLElement interface. Available on npm and bower.io.
2014–2016	**Qake**, J&H, Freising – http://qake.jandh.org.
	Design and development of the retro arcade game Qake for iOS.
2014	**Spiegel TV Wissen: Wissenwelten**, J&H, Freising.
	Completion of front end related tasks on the Wissenswelten widget p.p. Heinrich+Gretchen GmbH.
2014	**Spiegel Geschichte: Geschichte entdecken**, J&H, Freising.
	Completion of front end related tasks on the timeline widget p.p. Heinrich+Gretchen GmbH.
2013–present	**Ask The Crowd**, HP Dietz, Freising – http://ask-the-crowd.com.
	Design, development and evaluation of the crowdsourcing online portal Ask The Crowd, which enables users to ask and answer questions, while providing realtime visualizations of the results.

| 2012 | **PerCom App**, Ludwig-Maximilians-University, Munich – https://play.google.com/store/apps/details?id=org.percom&hl=en.
Member of the development team for the official Android app of the PerCom conference 2012, Lugano, Switzerland. |
| 2011 | **MMM - The MultiModal Metronome**, Ludwig-Maximilians-University, Munich – https://youtu.be/9nYjFxxmyPg.
Design and implementation of an Arduino-based rapid prototype for a metronome that reacts to external audio stimuli and proides visual cues of the beats. |

Education

2010–2014	**Master of Science (M. Sc.) Media Informatics**, *Ludwig-Maximilians-University*, Munich, *GPA – 1.59*. Focus Areas: User Experience, Security, Distributed Computing, Web and Mobile Applications.
2007–2010	**Bachelor of Science (B. Sc.) Media Informatics**, *Ludwig-Maximilians-University*, Munich, *GPA – 1.75*. Focus Areas: Human Computer Interaction, Multimedia, Software Development. Secondary Subject: Media Business Studies
2006–2007	**Student of Horticultural Science (B. Sc.)**, *Technical University*, Munich.
1997–2006	**A-Level**, *Georg-Wilhelm-Steller-Gymnasium*, Bad Windsheim, *GPA – 2.3*.

Masters Thesis

Title	*Ask The Crowd: Crowdsourcing Knowledge Generation*
Supervisors	Professor Heinrich Hußmann & Alexander De Luca, Ph. D.
Description	Evaluation of the potential of crowdsourcing to generate new and interesting knowledge. http://www.ask-the-crowd.com/

Bachelor Thesis

Title	*Supporting association, reminiscing and social discovery in a music player*
Supervisors	Professor Andreas Butz & Dominikus Baur, Ph. D.
Description	Development and evaluation of a plugin for the music player Songbird that visualises last.fm listening histories. https://youtu.be/WL5N05RmQMc

Publications

2016	**Ansible.tar.gz**, *HP Dietz*, Technical Report: Ansible Configuration Management https://haensl.github.io/assets/docs/ansible.tar.gz.pdf.
2015	**Controlled Chaos: Randomization in Level Design**, *J&H*, http://jandh.org/resources/blog/jandh_blog_2015-04-18_2_en.pdf.
2013	**Ask The Crowd: Crowdsourcing Knowledge Generation**, *Ludwig-Maximilians-University, Munich*, https://haensl.github.io/assets/docs/ask-the-crowd.pdf.
2011	**Implicit Authentication on Mobile Devices**, *Advanced Seminar: Ubiquitous Computing (P. 83–90)*, Media Informatics Munich, https://www.medien.ifi.lmu.de/pubdb/publications/pub/hausen2011ubicompHS/hausen2011ubicompHS.pdf.

Certifications

| 2009 | Foundation Certificate in ITSM according to ISO/IEC 20000 |

Technical skills

Operating Systems	LINUX, APPLE OSX, ANDROID, iOS
Programming Languages	**General Purpose** JAVA, PYTHON, BASH, GO, JavaFX, C, C++, C#
	Web JAVASCRIPT (ES 5 & 6), NODE.JS, ANGULAR.JS, REACT, RIOT.JS, REDUX, MITHRIL, jQUERY, (X)HTML(5), PHP, CSS 2/3, LESS, XPATH, XQUERY, BOOTSTRAP
	Mobile ANDROID, OBJECTIVE-C
Database Systems	MONGODB, MYSQL, POSTGRESQL, SQLITE
Web Servers	NODE.JS, APACHE, NGINX
Architecture & Modeling	Experienced in architectural modelling using UML and ER.
Continuous Integration & Delivery	Experienced with CI/CD pipelines incorporating GULP, GRUNT, WEBPACK, BAMBOO, DOCKER, MAKE, BASH and ANSIBLE.
DevOps	**VMs & Provisioning** Experienced in machine provisioning using ANSIBLE, BASH, VAGRANT and VIRTUALBOX.
	Jobs & Helpers Experienced in setup and implementation of jobs and helper scripts using CRON, BASH, NODE.JS and ANSIBLE.
	Infrastructure Well versed in maintenance and setup of Linux servers and containerized DOCKER landscapes.
Development Techniques	**Lean and agile methods** such as SCRUM or KANBAN.
	Test and behavior driven development (TDD/BDD) using KARMA, JASMINE, CHAI, MOCHA and SINON for unit testing as well as CUCUMBER.JS and PROTRACTOR for end-to-end testing.
	Object oriented design using common patterns such as MVC, Observer, Factory, etc.
	Functional programming and design using patterns such as SAM.
Version Control	GIT, SVN
Development Environments	VIM, XCODE, ANDROID STUDIO
Data Communication	AJAX, REST, JSON, XML, RSS, ATOM, IPv4/6 STACK, HTTP, DNS

Languages

German	**Mothertongue**
English	**Fluent**
French	**Basic**

Basic words and phrases only

Interests

- Bass Guitar
- Motorcycling
- Electronics
- Aquascaping