



# 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.
  - Intermittently 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.
  - Focused 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:**
- Commissioned 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.
  - Commissioned consulting about usability and user centered design.

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📄 <https://haensl.github.io/>

- 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 JAVA FX.  
**Online Multimedia** Technical concepts and implementation of websites and webservice 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 **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.
- 2016–present **htmlelement.polyfills**, HP DIETZ, Freising – <https://github.com/haensl/htmlelement.polyfills>.  
 Lightweight, vanilla JavaScript polyfills for the HTMLElement interface. Available on NPM and BOWER.IO.
- 2014–present **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.

## 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/WL5N05RmQM>

## 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](http://jandh.org/resources/blog/jandh_blog_2015-04-18_2_en.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	<b>General Purpose</b> JAVA, PYTHON, BASH, GO, JAVA FX, C, C++, C# <b>Web</b> 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 <b>Mobile</b> 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	<b>VMs &amp; Provisioning</b> Experienced in machine provisioning using ANSIBLE, BASH, VAGRANT and VIRTUALBOX. <b>Jobs &amp; Helpers</b> Experienced in setup and implementation of jobs and helper scripts using CRON, BASH, NODE.JS and ANSIBLE. <b>Infrastructure</b> Well versed in maintenance and setup of Linux servers and containerized DOCKER landscapes.
Development Techniques	<b>Lean and agile methods</b> such as SCRUM or KANBAN. <b>Test and behavior driven development (TDD/BDD)</b> using KARMA, JASMINE, CHAI, MOCHA and SINON for unit testing as well as CUCUMBER.JS and PROTRACTOR for end-to-end testing. <b>Object oriented design</b> using common patterns such as MVC, Observer, Factory, etc. <b>Functional programming and design</b> using patterns such as SAM.
Version Control	GIT, SVN
Development Environments	VIM, XCODE, ANDROID STUDIO, ATOM
Data Communication	AJAX, REST, JSON, XML, RSS, ATOM, IPv4/6 Stack, HTTP, DNS

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## Languages

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

*Basic words and phrases only*

## Interests

- Bass Guitar
- Motorcycling
- Electronics
- Aquascaping

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