

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.
- o 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.

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

2018—present mov2gif, HP DIETZ, Munich – https://github.com/haensl/mov2gif. QUICKTIME video to GIF animation converter.

2018—present node-amp-mustache-skeleton, HP DIETZ, Munich — https://github.com/haensl/node-amp-mustache-skeleton. $AMP \ \ project \ \ skeleton \ \ served \ \ via \ \ NODE.JS \ \ featuring \ \ MUSTACHE \ templating \ \ and \ \ GULP \ \ based \ Cl.$

2017—present **goto**, HP DIETZ, Munich – https://github.com/haensl/goto. Bash completion for fast project navigation.

2017–present **HP Dietz**, HP DIETZ, Munich – https://hpdietz.com. Design and implementation of my personal homepage.

2017–present **HP Dietz**, HP DIETZ, Munich – https://haensl.github.io. Design and implementation of my personal Github.io page.

2017—present **gulp-embed-json**, HP DIETZ, Munich — https://github.com/haensl/gulp-embed-json.

 GULP plugin to inline/embed JSON data into HTML files. Available on $\operatorname{NPM}.$

2017-present **gulp-embed-svg**, HP DIETZ, Munich – https://github.com/haensl/gulp-embed-svg. GULP plugin to inline/embed SVG images into HTML files. Available on NPM.

2017—present $\mbox{ gulp-minify-inline-json}, \mbox{ HP } \mbox{Dietz}, \mbox{ Munich - https://github.com/haensl/gulp-minify-inline-json}.$

 GULP plugin to minify inline JSON data. Available on $\operatorname{NPM}.$

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, ${\rm HP\ Dietz}$, 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

Systems

Operating 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 Mongodb, MySQL, PostGreSQL, SQLite

Systems

Web Servers Node.js, Apache, Nginx

& Modeling

Architecture Experienced in architectural modelling using UML and ER.

Continuous Experienced with CI/CD pipelines incorporating GULP, GRUNT, WEBPACK, BAM-Integration & BOO, DOCKER, MAKE, BASH and ANSIBLE.

Delivery

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 Lean and agile methods such as SCRUM or KANBAN. Techniques Test and behavior driven development (TDD/BDD) using KARMA, JAS-MINE, 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, Functional programming and design using patterns such as SAM. Version GIT, SVN Control Development VIM, XCODE, ANDROID STUDIO Environments Data Commu- AJAX, REST, JSON, XML, RSS, ATOM, IPV4/6 STACK, HTTP, DNS nication Languages German Mothertongue English Fluent French Basic Basic words and phrases only

Interests

Bass Guitar

Electronics

 ${\color{red} \circ} \ \mathsf{Motorcycling}$

Aquascaping