



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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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

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 CI.

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 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 **gulp-minify-inline-json**, HP DIETZ, Munich – <https://github.com/haensl/gulp-minify-inline-json>.

GULP plugin to minify inline JSON data. Available on 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**, 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-Profiler**, HP DIETZ, Munich – <https://github.com/haensl/js-profiler>.

JavaScript profiling tool, library and benchmark collection. Available on NPM.

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.

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- 2015–present **htmlelement.polyfills**, HP DIETZ, Freising –
<https://github.com/haensl/htmlelement.polyfills>.
 Lightweight, vanilla JavaScript polyfills for most common operations on the HTML Element 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 provides 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/WL5N05RmQM>

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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.

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Development **Lean and agile methods** such as SCRUM or KANBAN.
Techniques **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 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
- Motorcycling
- Aquascaping