

# FELIX SPRINGER

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Germany ♦ Augsburg

## EDUCATION

Universität Augsburg	October 2023 - August 2024
Bachelor of Science: Mathematics	
Did not pursue a degree.	
Leibniz Universität Hannover	October 2016 - April 2021
Bachelor of Science: Physics	
Major subject: Physics	grade point average: 2.4
Minor subject: Computer Science	
Thesis: “Storage Register Design for an Ion Trap Quantum Processor”	
Viktoria-Luise-Gymnasium Hameln	July 2008 - June 2016
General qualification for university entrance	
Advanced courses: Physics, Mathematics, Geography	grade point average: 2.2

## WORK EXPERIENCE

Natuvion GmbH	September 2024 - today
Software Developer	
• Development of a Domain Specific Language in Haskell as an internal tool to create an abstraction over ERP system transformations	
Possehl Analytics GmbH	April 2021 - September 2023
Software Developer	
• DevOps using Nix, Docker, git, AWS, Hetzner	
• Backend-Programming in Haskell: servant, aeson, stm, mtl, megaparsec, wai, exceptions, ...	
• Database rollout and maintenance: PostgreSQL, MongoDB	
• Design and implementation of a customer-independent master data API	
LUH: Institut für Quantenoptik	February 2020 - March 2021
Technical Supervisor	
• Operation, installation and maintenance of media technologies	
• Recording and editing videos of experiments for Physics lectures	
• Event management	
LUH: Institut für Botanik	March 2019 - June 2020
System Administrator	
• Administration of the network and local servers	
• Maintaining and providing personal computers	
• Automating and monitoring data backup	
LUH: Institut für Angewandte Mathematik	October 2018 - February 2019
Tutor for the lecture “Mathematics 1 for Life Science and Earth Sciences”	
• Weekly tutoring a class according to the lecture	
• Grading exercises and exams	

## PERSONAL PROJECTS

mensam (still in development)	github.com/jumper149/mensam
is a <i>desk booking web application</i> for coworking spaces and offices. The backend is built with bleeding edge <i>Haskell</i> and the frontend is written in <i>Elm</i> . Everything is tied together with <i>Nix</i> . You can try out mens.am.	
homepage (actively used and maintained)	github.com/jumper149/homepage
is an <i>HTTP server</i> , that focuses on configurability. I am using this <i>Haskell</i> project for my personal homepage. It includes a Blog and <i>Atom Feed</i> , that is generated from <i>AsciiDoc</i> . The effect system is based on <i>mtl</i> , <i>monad-control</i> and a composable transformer stack. It provides a <i>NixOS module</i> via a <i>flake</i> .	
go (discontinued)	github.com/jumper149/go
is a strategy board game and this implementation extends the ruleset by providing different boards to play on. This is a <i>fullstack</i> project with an <i>HTTP server</i> and a <i>frontend web application</i> , that is compiled with <i>GHCJS</i> and uses a <i>WebSocket</i> to communicate with the server. It's written in <i>Haskell</i> , making use of various <i>extensions</i> to the type systems. It builds with <i>Nix</i> and integrates well with <i>NixOS</i> .	
blugon (still maintained)	github.com/jumper149/blugon
is a simple and configurable Blue Light Filter for <i>X11</i> . It's written mostly in <i>Python</i> and the main focus is to follow <i>*nix</i> standards.	

## TECHNICAL SKILLS

Languages	German, English
Programming languages	Haskell, Idris, Python, Bash, C, Agda, Wolfram Mathematica, Scheme
Software/Tools	GNU Coreutils, Linux, Git, Nix, Vim, SSH, tmux, $\LaTeX$ , AsciiDoc, roff, SQL, HTML, CSS (LESS), JSON, POSIX, HTTP