Philipp **Hansch**

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Experience in software development, most recently specializing in Ruby and Ruby on Rails, including

- Game development in Lua with Love2D as well as C# and XNA
- Desktop development in Java and C#, including interfacing with Oracle and SQL on Windows and Linux

Experience

Winter 2013/2014   Particpant in Hackership

Learning Ruby on Rails in a self-directed learning environment. Working on a web application that helps people learn touch-typing.

December 2013   Beginners Coach at RailsGirls Berlin Hackday

Helping programming beginners gain a basic understanding of how programming works. Creating a basic Rails application and answering questions along the way.

Autumn 2010   Programming Intern at Modus Consult AG

Design, implementation and documentation of an application based on Microsoft Dynamics NAV

Projects

PiDefender   Source on GitHub

PiDefender is a top-down 2D space-shooter game written in Lua and Love2D.

Jou   Source on GitHub

Jou is a simple command line utility that helps with maintaining a journal file.

More projects can be found at portfolio.phansch.net

Education

Fall 2011 - Fall 2013   HTW Berlin

Pursuing a bachelor's degree in Applied Computer Science

Fall 2007 - Spring 2011 Carl Miele Berufskolleg für Technik des Kreises Gütersloh

Staatlich geprüfter Informationstechnischer Assistent (Accredited technical assistant in IT)

Fall 2001 - Summer 2007   Osterrath-Realschule

Fachoberschulreife

Language exposure

Proficient in: C#, Ruby
Familiar with: Lua, Java, LaTeX, SQL, PHP
Exposure to: Python, C, C++, Javascript

Tools

Proficient in git, Sublime Text, vim, Visual Studio, NetBeans, Linux and Windows

Interests

Blogging, open-source, game development, astronomy and bread baking.