

Philipp Hansch

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5 years 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

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

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, Shell Script,

Tools

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

Interests

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