

Philipp Hansch

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Experience in software development, most recently specializing in Rust, including

- 4 years of professional Ruby / Ruby on Rails experience
- 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

April 2018 - Current

Full Stack Developer at Esanum GmbH

May 2016 - April 2018

Ruby Developer at Esanum GmbH

- Continuing work on the same software of Mobile Event Guide GmbH with a strong focus on healthcare customers.

Oct 2014 - Feb 2016

Junior Rails Developer at Mobile Event Guide GmbH

- Development and optimization/maintenance of customer facing tools:
 - CMS based on Ruby on Rails, including CoffeeScript, JQuery and Bootstrap 3 in the frontend
 - Mobile Website based on AngularJS and Ionic Framework, with a RethinkDB backend
 - Integration of customer interfaces for data imports (Ruby)
- Development and optimization/maintenance of internal tools:
 - Mobile app building system to configure and build iOS/Android apps (Ruby/Ruby on Rails)
 - Infrastructure automation with Ansible, Puppet and Mina

Jan 2014 - Sep 2014

Freelancer for Ruby on Rails

- Working with a team of Freelancers on different Ruby on Rails applications.
- Experience with Rails 4 and Postgresql on the back-end
- Experience with HTML5, CSS3 and Backbone.js on the front-end
- Setup and configured automated deployment infrastructure with TravisCI and Heroku
- Responsible for picking team communication and project management tools

Winter 2013/2014

Participant 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.

Projects

Image Streamer

[Source on GitLab](#)

Send screenshots to Sinatra server and have them neatly pushed to all connected clients.

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: Rust, Ruby, Javascript, SQL

Familiar with: CoffeeScript, SQL

Exposure to: Python, C, C++, Lua, LaTeX, Java, PHP

Tools

Proficient in git, vim, Linux and Windows

Interests

Blogging, open-source, game development and astronomy.