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.

RubyProjects   Source on GitHub
Trying to complete over 100 projects in various categories to teach myself Ruby.

Education

Fall 2011 - Now   HTW Berlin
Seeking a bachelors degree in computer science

Fall 2007 - Spring 2011   Carl Miele Berufskolleg für Technik des Kreises Gütersloh
Staatlich geprüfter Informationstechnischer Assistent (Accredited technical assistant in IT)

Language exposure

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

Tools

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

Interests

Blogging, programming, game development and astronomy