

Philipp Hansch

GREIFSWALDER STR. 40 • 10405, BERLIN

0151 578 00 976 • DESK@PHANSCH.NET • [GITHUB.COM/PHANSCH](https://github.com/PHANSCH) • [PORTFOLIO](#)

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

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.

Autumn 2010 Programming Intern at Modus Consult AG
Design, implementation and documentation of an application based on Microsoft Dynamics NAV

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: Ruby, C#

Familiar with: JavaScript, Lua, Java, LaTeX, SQL, PHP

Exposure to: Rust, Python, C, C++

Tools

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

Interests

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