

# 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

*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](http://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.