

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

February 2014 - Current

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.