

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

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.

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.

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: C#, Ruby

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

Exposure to: Python, C, C++, Javascript

Tools

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

Interests

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