

# Philipp Hansch

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Experience in software development, most recently specializing in Rust, including

- 3 1/2 years of professional Ruby / Ruby on Rails experience
- 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

**April 2018 - Current**

Full Stack Developer at Esanum GmbH

**May 2016 - April 2018**

Ruby Developer at Esanum GmbH

- Continuing work on the same software of Mobile Event Guide GmbH with a strong focus on healthcare customers.

**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.

## 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, Javascript, SQL

Familiar with: Rust, CoffeeScript, LaTeX, SQL, PHP

Exposure to: Python, C, C++, Lua, LaTeX, Java, PHP

## Tools

Proficient in git, vim, Linux and Windows

## Interests

Blogging, open-source, game development and astronomy.