Philipp Hinz

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PROJECTS

Ratable | ratable.org | github.com/phisn/ratable   **October 2022 –April 2023**
- Web-app build using Scala and Azure that allows users rate objects and share with others
- Modern local-first and cloud-native app build as primary part of my bachelor thesis
    - Prototype project structure to incorporate modern design principles and cloud in Scala
    - Design custom CRDTs to allow authorization and authentication in a local-first environment

Rocket Game | github.com/phisn/rocket-game   **February 2023 – Present**
- Web-game build using React with Typescript that allows users to compete against each other with a rocket
- Game and editor with deterministic physics build as a personal free-time project (still in development)
    - Custom ECS game framework to allow validation of replays on server-side
    - Build as Vite PWA to allow offline mobile usage

WORK EXPERIENCE

Accso GmbH   **April 2021 – October 2022**
Junior Software Engineer   *Darmstadt, Germany*
- Concepting and development of an internal tool with Asp.Net Core and Blazor on Azure
    - Successful use in internal as well as external team building / reflection
- Team driven development of a web-app for a large german television network
    - Personal focus in back-end development and improvement
    - Tasked to implement cloud capabilities (focus on data access) using Azure

CproSoft GmbH   **August 2020 – April 2021**
Junior Software Engineer   *Darmstadt, Germany*
- Team driven development of a social-media application with personal focus on backend
    - In team prototyping and developing a rating algorithm
    - Development with PHP and Laravel framework

EDUCATION

University of Copenhagen   **October 2023 – Present**
Master of Science, Computer Science   *Copenhagen, Denmark*

Technische Universität Darmstadt   **October 2020 – June 2023**
Bachelor of Science, Computer Science (Informatik)   *Darmstadt, Germany*
- Finished in five semesters because of increased free time during covid-19 lockdown in Germany
- Focus on distributed and scalable systems/computing and software engineering
- Moderating one of Germany's largest online discord Computer Science communities

SKILLS & INTERESTS

Skills
- Programming languages including Typescript, C++, C#, Scala, Lua, Java, and more
- Teamwork, Communication, Social interactions
- Cloud, Serverless, DDD, TDD, Clean Code, Hexagonal / Clean architecture, Docker, Terraform, Data structures, Algorithms, Functional, OOP, and Reactive Programming

Interests: Running, Strength training, Meeting friends, Enjoying life, and a passion for programming