

Dominik Philp

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Education

SAE Institute Munich (Middlesex Univ. London)

GAMES PROGRAMMING BACHELOR'S PROGRAM

Munich, Germany

2015 – 2018

Experience

Innoactive

Munich Area, Germany

DEVOPS / SRE

Nov 2018 – Jan 2020

- Developed code for Provisioning and Deployment of a Django Service on Azure and Hcloud using Docker, Ansible, Terraform and intermittently developed tools in bash / python.
- Setup & maintained Jenkins and built pipelines on Windows and GNU/Linux using Groovy, Python, BASH, and Powershell code to provision and configure build agents on Azure and Jenkinsfiles to setup and install Unity3D, build and test deployments, archive build artifacts, and report results.

Innoactive

Munich Area, Germany

VIRTUAL REALITY ENGINEER

Feb 2016 – Sep 2017

- Engineering AR / VR / MR PoCs, Prototypes, Experiences with Unity3D / UE4.
- Configuring / deploying / maintaining cloud infrastructure.
- General tool development / scripting and automation.

Skills

Languages: English, German, French (basic), Romanian

Programming: Python, UNIX Shell Scripting, C#, C++, Groovy/Jenkinsfile DSL

Tools: AWS/Azure, Ansible, Terraform, Docker, Kubernetes, CI/CD, Unity3D, Unreal Engine 4

Projects

Corridor Crunch

Python, Django, Docker, Ansible,
Terraform, GitHub Actions, AWS

OPEN-SOURCE PROJECT WITH THE GOAL OF PROVIDING CROWDSOURCED IMAGE TRANSCRIPTION DATA TO THE PUBLIC FOR A COMMUNITY PUZZLE. CORRIDOR CRUNCH RECEIVED AROUND 50K TOTAL SUBMISSIONS WITH A PEAK CCU OF AROUND 3000 WHICH UNIQUELY IDENTIFIED 1096 OUT OF ROUGHLY 5000 REQUIRED DATA POINTS.

redd.it/erukot

Innoactive Hub / VR Training

Azure, Docker, Ansible, Terraform,
Python, Django, Postgres, Jenkins,
Fluentd, Grafana, Graylog

VR TRAINING CONTENT PRODUCTION AND DISTRIBUTION PLATFORM ENABLING ENTERPRISES TO DEPLOY AND SCALE VR TRAINING ACROSS THEIR ENTIRE ORGANIZATION. RESPONSIBILITIES: BUILT AND SETUP INITIAL INFRASTRUCTURE AROUND THE PRODUCT. IMPLEMENTED CI/CD, LOGGING, MONITORING, ANALYTICS AND PROVISIONING/DEPLOYMENT SOLUTIONS FOR DEVELOPMENT AND DELIVERY. DECREASED DEPLOYMENT AND MAINTENANCE TIMES TENFOLD USING INFRASTRUCTURE AS CODE, AND CONFIGURATION MANAGEMENT CODE.

innoactive.de/vr-training

Saturn Holotour

Microsoft Hololens, Unity3D, UWP, C#

AN AUGMENTED REALITY SHOPPING EXPERIENCE GUIDING CUSTOMERS THROUGH DYNAMICALLY CREATED TOURS IN GERMANY'S BIGGEST ELECTRONICS RETAILER. RESPONSIBILITIES: IMPLEMENTATION OF SPATIAL MAPPING AND GUIDANCE SYSTEM. RESEARCHED AND DEVELOPED INITIAL PROTOTYPE. IMPLEMENTED FEATURES IN FINAL PRODUCT.

innoactive.de/saturn-holotour-the-guided-mixed-reality-tour-with-microsoft-hololens