

Robin Schroer

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Education

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|-------------|-----------------------------|
| 2000 - 2004 | Grundschule Böhmerstrasse |
| 2004 - 2012 | Mercator Gymnasium Duisburg |

Work

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|-----------|--------------------|
| 2011-2015 | Founder @ Peerwire |
| 2014-2015 | CTO @ Notdienste |

Languages

| | |
|---------|-------|
| German | L1 |
| English | Fluid |

Skills

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|---------------|---|
| Languages | Haskell, C, Python, Go, Shell |
| Used before | D, Scheme/Racket, HTML5/CSS3/JS, LaTeX, sed/awk, VimL |
| Frameworks | Django, Flask, Yesod, numpy, Linux Kernel, OpenGL, XCB, Wayland |
| Databases | MySQL/MariaDB, PostgreSQL, Redis, MemcacheDB, SQLite |
| Services | Nginx, Apache, Elasticsearch, Xapian, Ansible, Nagios/Icinga, Munin |
| Tools | Vim, Git, SSH, screen/tmux, nose, GNU/BSD make, stack, cabal |
| OSs | Linux, Free-/OpenBSD, Windows XP and newer |
| Distributions | RHEL, SUSE, Debian, Gentoo, Arch |

Notable Side projects

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|--------------|---|
| FrankenWM | Dynamic X11 tiling windowmanager (C/XCB) |
| wm | Wayland Compositor (C) |
| Nozdormu | Python benchmarking suite |
| Feed2Maildir | Maildir-based feedreader (Python) |
| dgame | Rudimentary OpenGL 3D engine (D/SDL) |
| hmenu | CLI fuzzy finder and launcher (Haskell) |
| Medusa | Minimal, Nagios-compatible monitoring system (Python) |
| Elena | Dynamic status API (Python/Flask) |
| Danketsu | Minimal microservice communication service (Go) |
| GoFuse | Query circuit breaker (Go) |
| Loom | RPG story organization tool (Python/Django) |
| Glow | Advanced OpenGL Pong (Haskell) |