

# Robin Schroer

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## Education

2000–2004	Grundschule Böhmerstrasse
2004–2012	Mercator Gymnasium Duisburg

## Work

2011–2015	Founder @ Peerwire Developed and maintained a web platform over several iterations
2014–2015	Devops @ Notdienste Designed and developed most of an API for a native app
2016	Devops @ Ablescent Designed and developed most of an API for a webapp

## Languages

German	L1
English	Fluid

## Skills

Languages	Python, Haskell, Go, C, Shell
Used before	D, Clojure/Racket/Elisp, HTML5/CSS3/JS, LaTeX, sed/awk, VimL
Databases	MySQL/MariaDB, PostgreSQL, Redis, MemcacheDB, SQLite
Services	Nginx, Elasticsearch, Xapian, Warp, Ansible, Nagios/Icinga, Munin
Frameworks	Django, Flask, Yesod, Scotty
Tools	Git, stack, Cabal, Vim, make, gdb, valgrind, Selenium
OSs	Linux, Free-/OpenBSD, Windows XP and newer
Distributions	RHEL, SUSE, Debian, Gentoo, Arch

hcached	Network-exposed in-memory hashtable (Haskell)
Nozdormu	Python benchmarking suite
Sherpa	Dedicated build and test system (Haskell (Scotty)/Bash)
Danketsu	Microservice communication service (Go)
GoFuse	Query circuit breaker (Go)
Medusa	Nagios-compatible monitoring system (Python)
hGM	Web-based story-writer organization tool (Haskell/Yesod)
Elena	Dynamic status API (Python/Flask)
Feed2Maildir	Maildir-based feedreader (Python)
FrankenWM	Dynamic X11 tiling windowmanager (C/XCB)
hmenu	CLI fuzzy finder and launcher (Haskell)
dgame	Rudimentary OpenGL 3D engine (D/SDL)