



Alexander David Thomas Diller

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● ABOUT MYSELF

Full-stack Developer with focus on Angular & NestJS.
+10 years of experience, +5 years as freelancer / small business owner.

Angular • NestJS • Agile Development • TypeScript • C#

Fluent in JavaScript / TypeScript,
but also capable of C# (ASP.net), PHP, C++, Python and Bash scripting.
I'm a generalist, I learn and adapt quickly and have a broad skillset beyond programming.

I administer & maintain Linux servers, including various self hosted services like GitLab and Kubernetes cluster to stay up2date with latest trends.

I like green numbers ✓, therefore a good test coverage, linting rules and a great quality gate is what makes me happy and motivates to hit 100% everywhere.

I also build & maintain WordPress websites for my clients, including plugin & theme development, schooling and of course troubleshooting & maintenance.

● PROJECTS

JAN 2023 – CURRENT

G4meServerCtrl

A web interface to manage multiple game servers (running as docker containers) with many helpful features to improve and speed up administration.

Angular • REST-API • WebSocket • Docker • NoSQL • NestJS • HTML5 • Kubernetes • DevOps

- Monorepo of two "apps". One Angular frontend and one NestJS backend.
- Build and deployment through GitLab and running on a Kubernetes cluster.

Noteworthy features:

- Multi user / role permission system via isomorphic authorization logic (CASL)
- REST API for automation and monitoring
- Control of docker container
- Container performance and other information
- Container log realtime streaming
- Built in RCON Manager
- Built in Mod Manager for SteamWorkshop
- Built in File Viewer and Editor

Link <https://alexander-diller.de/projects/web-development/game-server-control>

JUL 2022 – JUL 2023

EdgeConnect for moneo

EdgeConnect is a micro service written in C# (Backend) and TypeScript (Angular) which sends process data with timestamp either to internal systems (Southbound) or external systems like AWS (Northbound).

TypeScript • REST-API • WebSocket • Angular • C# • Microservices • Docker • Python • ASP.NET

- I joined the team at the right time, where it was decided to rewrite the monolith into a micro service
- I took the lead role in rewriting the frontend into a modern angular architecture with lazy loaded modules
- I developed custom eslint plugins to ensure to follow specific company guidelines
- I also developed a custom i18n tool on top of transloco to generate type safe translation keys
- Added lots of unit tests, established a foundation and a full coverage!
- Integrated SonarQube checks and leaded as one of the first micro services with the best code quality
- Another task was to investigate performance issues of the backend. I wrote in cooperation with the testing team a python tool to onboard a test setup and run automated tests + visualize it in Grafana

Link <https://alexander-diller.de/projects/dolphbit/contracted-work/ifm-edge-connect>

JUN 2023 – CURRENT

WordPress Webdesign / Hosting / Support

- Design web presence for clients based on their needs
- Focus on less bloated and optimized WordPress setup
- Custom Design with Bootstrap 5
- Eventually custom plugin / Gutenberg Widget if needed
- SEO / Optimization / Security
- Hosting, Support - including schooling & Maintenance

NOV 2019 – MAR 2022

AVETO WebControl - (AVETO.web)

WebControl is a typical local web (app) interface to control a C++ application (AVETO.rec). I rewrote the whole project into a modern and agile based application with new features and improvements.

Angular · TypeScript · REST-API · C++ · WebSocket · gRPC · SDK · NestJS · Node.js · Jenkins · HTML5 · Agile SCRUM

Development of (new) web interface to control AVETO.rec

- Modern responsive UI
- Realtime communication with backend
- UI for node / tree view of devices
- Graph elements for various sensors
- UI to change device configuration with type based inputs

Development of (new) backend to control AVETO.rec, store configurations and handle network discovery.

- Network discovery of other instances and display of all
- Communication with other devices via gRPC
- Communication with other local applications via C++ SDK (custom node binding developed)

Development of various improvements and feature additions, including an Open API to make WebCtrl more viable:

- API for others to control and access WebControl
- Prototype of Voice Commanding (while in vehicle)

The application is packed into an exe & is running as a windows service.

Link <https://alexander-diller.de/projects/work-experience/b-plus/webctrl>

AUG 2021 – MAR 2022

MB Automation

I use 'Wiso Mein Büro' (business suite software to handle invoices, tax and more) for my small business.

I wrote an open source tool to automate repetitive tasks, to speed up my office workflow and have more time on my technical tasks.

Open Source Software · Automation · UI Automation · GitHub

- Executing (split) bookings
- Split booking wizard: multiple splits possible + possible rest split
- Create favorite / templates
- Hotkey support
- Option to automatically close in app advertisements
- Hotkey to paste monetary amounts which removes disallowed characters (removes currency, etc.)

Links <https://github.com/DolphBit/mb-automation-ahk> | <https://alexander-diller.de/projects/dolphbit/products/mb-automation>

Bento Frontend for White Label Card (WLC) by XPAY

Frontend Angular Development, work on infrastructure and backend.

Moved Angular frontend into an scalable docker container with an express web server managed by PM2.

REST-API · Full-Stack-Development · Angular · Docker · PHP · Tool Development · HTML5

- Development of an Angular frontend based on the Bento principle
- Development of backend systems to work with external providers like GPS as well as internal ones.
- REST interface written in Java / Spring Boot
- Business logic written in PHP
- Development of custom tooling (for example advanced i18n files created by cloud translation tool)

Link <https://alexander-diller.de/projects/work-experience/finatix/wlc-card>

2013 – CURRENT

UGX-Mods - Website / Forum - Web Chat - Desktop Applications

Hobby "lifetime" project - Constantly learn and adapt to new trends and gain more knowledge in all areas.

It's a broad mix of old legacy code which is constantly improved and updated (PHP5 to PHP 8) and newer projects running with NodeJS. Desktop Applications are developed with C++ and Qt5 or converted into electron applications.

SEO · REST-API · Full-Stack-Development · Kubernetes · jQuery · Angular · UX-Design · Webdesign · PHP · HTML5 · DevOps · GDPR · Laravel · WebSocket · MySQL · NoSQL · Scrumban · PHP · HTML · C++ · Qt+

- Continuous development of new website features and improvements for a large online community (+600k users, 8k daily active)
- Development of Applications to handle user generated content
- Handling legal (like GDPR) and customer support
- Ensure high uptime and good performance of on premise infrastructure and Kubernetes cluster.

Links <https://alexander-diller.de/projects/web-development/ugx-forum> | <https://alexander-diller.de/projects/application-development/ugx-launcher> | <https://alexander-diller.de/projects/web-development/ugx-scripting-reference> | <https://alexander-diller.de/projects/web-development/ugx-chat> | <https://alexander-diller.de/projects/web-development/ugx-play>

WORK EXPERIENCE

 **DOLPHBIT, A. DILLER** – FRIEDRICHSHAFEN, GERMANY

FULL-STACK FREELANCER / SMALL BUSINESS OWNER – 1 AUG 2019 – CURRENT

- Full-stack with Angular & NestJS
- WordPress website creation, hosting, maintenance & plugin development
- Game, XR & Showcase Development with Unity
- Application Development with Qt5 or Electron + Ionic
- Content Management System integrations
- Tools and Integrations development with tailored software solution
- Administration & Maintenance of websites
- Consulting (Software Development, Applications)

 **UGX-MODS (VOLUNTEER)**

Website www.ugx-mods.com

LEAD ENTWICKLER & SERVER ADMIN – 29 AUG 2012 – CURRENT

- Server hosting & maintenance, scale up from small to large userbase. (multiple bare metal servers)
- Team & Project management w/ Atlassian Jira, Confluence & GitLab
- Developing desktop applications in C++ with Qt5
- Developing products for a large user base (>500k) (realtime chat, web documentation, ...)
- Developing an API & Web Application with Node.js
- Extending existing (legacy) systems with custom written solutions and modernize them
- Moving UGX-Mods into a business oriented style with professional inner and outer communication.
- GDPR compliance for legacy system with tools and all legal requirements

 **B-PLUS GMBH** – LINDAU, GERMANY

FULL-STACK SOFTWARE ENGINEER – 1 NOV 2019 – 30 SEP 2021

- WebApp "AVETO.app Control" to configure, control & visualize other components of AVETO Ecosystem
- Single developer on this component: agile planning, development, communication and presentation as component lead
- New development based on older architecture
 - Backend: NestJS (NodeJS, TypeScript) + sqlite3 database
 - Frontend: Angular 11 (TypeScript), Bootstrap (SCSS), Material CDK
- WebSockets & gRPC communication with other components (specification and implementation)
- REST API for internal and external (customer) access
- ZeroConf discovery of other components
- Development support of C++ components (with gRPC)
- Unit- & E2E-Tests
- Continuous integration with Jenkins and BitBucket (git)

 **PRODUCT INNOVATION LOUNGE VR – LANGENARGEN, GERMANY**

3D APPLICATION DEVELOPER – 1 DEC 2018 – 31 OCT 2019

- Development of AR / VR applications with Unity 3D and Unreal Engine 4
- Customer Consulting (help with VR / AR requirements, setup, support, etc.)
- Tool & Plugin Development (for example Cinema 4D Python plugin to export model to Unity)

 **FINATIX GMBH – LEIPZIG, GERMANY**

FULL-STACK SOFTWARE ENGINEER – 1 JUL 2018 – 30 NOV 2018

Formerly part of IT Sonix Custom Development GmbH and same project and tasks (see below)

 **IT SONIX CUSTOM DEVELOPMENT GMBH – LEIPZIG, GERMANY**

FULL-STACK SOFTWARE ENGINEER – 1 MAR 2017 – JUN 2018

Full-stack developer (60% frontend / 40% backend & infrastructure)

- Frontend with Angular 4, HTML5, CSS3 and TypeScript (JavaScript)
- Backend with PHP and Java
- Docker Infrastructure (Angular with Express in Docker Container)
- E2E and Unit Tests
- Agile SCRUM development supported with Jira, Confluence and BitBucket.
- Continuous Integration with Jenkins and deployment to AWS
- Git used as Source Code Management (Git Workflow)

 **SIEMENS AG – ERLANGEN, GERMANY**

Website www.healthcare.siemens.com

ASSEMBLER AND TESTER – 8 JUL 2013 – 8 JUL 2014

- Assembly and testing of components, including troubleshooting & repair
- Worked with SAP to track time and order new components
- Learned a lot about workflow improvements, continuous workplace improvements & daily shopfloor management

● **JOB-RELATED SKILLS**

Skills / Experience

- Languages: JavaScript / TypeScript, PHP, C#, C++, Python, Bash
- Databases: MySQL / MariaDB, Sqlite3, PostgreSQL
- Frameworks: Angular, NestJS, Laravel, Ionic, Electorn, jQuery
- User Interface: Bootstrap, SCSS, HTML5, CSS3
- Task Runner: Grunt, Gulp, Webpack
- WordPress: Design, Hosting, Plugin Development (with React)
- Game Programming: Unity
- CI / CD / SCM: Git, GitLab, GitHub, BitBucket, Jenkins, Docker, Kubernetes
- Documentation: Confluence, WikijS
- Agile Development: Jira & Jira Service Desk
- Infrastructure: Bare Metal servers with Debian, Synology NAS
- Monitoring: check_mk, Grafana, Prometheus, Elastic Stack, Sentry
- IDE: VS Code, Sublime, Rider
- Code Quality: eslint, sass-lint, SonarLint, SonarQube

- Libraries: Prism.js, TypeORM, Material / CDK, ngx-bootstrap, CASL.js, axios, luxon, rxjs, socket.io
- Legal: GDPR, sensitized to data protection and security

Link <https://alexander-diller.de/skills/list>

● FURTHER SKILLS

Organisational skills

- Small business owner of one-man business
- Component lead at b-plus and key person to introduce agile workflow into company
- Single developer at PILOUNGE VR, handling technical and organization (management, presentation, development and supervision of students)
- Project / Component Lead at various companies / departments
- "Ask Alex if you face any issues"
- Team management & organization (meetings, etc.)

Communication and interpersonal skills

- Analysis customer needs and convert ideas into requirements and tasks
- Professional communication with customer and externals + presentation of Sprints, Features, etc.
- International communication with various tools (Skype, HipChat, Slack, Discord, Teams)
- Crisis Management and Public Relations knowledge
- Experience and pros / cons of company processes & structures during my time at various companies
- Great at explaining tasks and issues to non technical audience

● EDUCATION AND TRAINING

8 SEP 2014 – 5 MAR 2017 Leipzig, Germany

GAME PROGRAMMING BACHELOR OF SCIENCE (HONS.) SAE Institute

- Object Oriented Programming with C++ and C#
- Game Mechanics, Level Design, Paper Prototyping
- Game Engines (Unity3D, Unreal)
- Artificial Intelligence
- Game Relevant Mathematics & Physics
- Procedural Content Creation
- Network Programming
- Character Animation Handling
- Tool Development
- Shader Programming, 2D / 3D Graphic Programming
- Algorithms and Data Structures, Design Pattern
- Code Handling, Quality Assurance Methods
- Project and team management, Time Management,
- Marketing, Presentation Techniques
- Scientific Working, Legal Aspects, Business basics

Level in EQF EQF level 6

6 SEP 2010 – 8 JUL 2013

ELECTRICIAN FOR DEVICES AND SYSTEMS Siemens AG

- Business communication
- Planning and organizing the work, evaluation of the work results
- Installation and connection of electrical equipment
- Measurement and analysis of electrical functions and systems
- Assess the safety of electrical installations and equipment
- Installing and configuring IT systems
- Technical order analysis, solution development
- Manufacture of components
- Manufacturing and commissioning of equipment and systems
- Business processes and quality management in the mission area

Level in EQF EQF level 4

Level in EQF EQF level 2

LANGUAGE SKILLS

Mother tongue(s): **GERMAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

DRIVING LICENCE

Driving Licence: B