

# Curriculum vitae

## PERSONAL INFORMATION



## Alexander David Thomas Diller

- Eisenbahnstraße 24, 88048 Friedrichshafen (Germany)
- alexander.diller@web.de
- [www.alexander-diller.de](http://www.alexander-diller.de) [www.linkedin.com/in/alexdiller](https://www.linkedin.com/in/alexdiller)
- Skype the-delta

Sex Male | Date of birth 6 Oct 1993 | Nationality German

## POSITION

### Full Stack Developer (Software Engineer)

## WORK EXPERIENCE

1 Nov 2019–Present

### Full-Stack Developer

Valentum Engineering, Ulm (Germany)

Full-Stack developer at company b-plus at Lindau:

- nodejs / web project
- maintenance of web configuration interface for embedded devices for autonomous driving
- planning & development of new web configuration interface based on modern web technology

1 Aug 2019–Present

### Business owner and software engineer

DolphBit, A. Diller, Friedrichshafen (Germany)

(software development - secondary activity)

- company creation and management (finance, planning, paperwork and such)
- development of an unannounced desktop / mobile application (based on Ionic / Electron (node.js, socket.io, Angular 8, NestJS))
- further development and maintenance of VR project from PILOUNGE VR

1 Dec 2018–31 Oct 2019

### 3D Application Developer

Product Innovation Lounge VR, Langenargen (Germany)

- 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)

1 Jul 2018–30 Nov 2018

### Software Engineer

Finatix GmbH, Leipzig (Germany)

(formerly part of IT Sonix)

Fullstack Developer (with focus on frontend)

- 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
- Git used as Source Code Management (Git Workflow)

1 Mar 2017–Jun 2018

### Software Engineer

IT Sonix Custom Development GmbH, Leipzig (Germany)

Fullstack Developer (with focus on frontend)

- 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
- Git used as Source Code Management (Git Workflow)

29 Aug 2012–Present **Lead Programmer, Server Admin & Web Developer**

UGX-Mods (Volunteer) (International)

[www.ugx-mods.com](http://www.ugx-mods.com)

- Server maintenance: scale up from small to large user base (>500k total)
- Server administrating of web & mail server, backup, etc.
- Hosting and administrating of Atlassian Jira, Crowd, Bitbucket, Confluence and Bamboo
- Team & Project Management with Atlassian Jira, Confluence & Bitbucket
- Develop desktop applications in C++ with Qt 5
- Develop web applications & websites (realtime chat, web documentation) with PHP5, HTML5, CSS3, JavaScript
- Extending existing systems (SMF Forum, Drupal 7) with custom written solutions
- SEO Improvements and page speed optimization
- Collaborative creation of legal documents (Terms of Service, Privacy Policy, Cookie Policy, NDA, ...)
- Technical implementation of GDPR, including documentation
- Moving UGX-Mods into a business oriented style with professional inner and outer communication

8 Jul 2013–8 Jul 2014 **Assembler and tester**

Siemens AG, Erlangen (Germany)

[www.healthcare.siemens.com](http://www.healthcare.siemens.com)

- Assembly and testing of components
- Troubleshooting and their repair in the components sector
- Worked with SAP to track time and order new components
- Learned a lot about workflow improvements and continuous workplace improvements
- Experience with daily shopfloor management

**Business or sector** Healthcare Sector

6 Apr 2009–9 Apr 2009 **Technical Illustrator**

Schaeffler AG & Co. KG, Herzogenaurach (Germany)

[www.schaeffler.de](http://www.schaeffler.de)

- Line and standard writing exercises
- Drawing Basic constructions, Project drawings and 3D images at the drawing board
- Introduction to the drawing tool "Pro Engineer"

3 Nov 2008–7 Nov 2008 **IT specialist for software development**

ProLeiT, Herzogenaurach (Germany)

[www.proleit.de](http://www.proleit.de)

- Basics of Programming
- Programming language STEP7
- Controlling a SIMATIC Controller (PLC)

## EDUCATION AND TRAINING

- 
- |                        |   |             |
|------------------------|---|-------------|
| 8 Sep 2014–5 Mar 2017  | <b>Game Programming Bachelor of Science (Hons.)</b><br>SAE Institute, Leipzig (Germany) <ul style="list-style-type: none"><li>- Overview about Media- and Games Industry</li><li>- Algorithms and Data Structures</li><li>- Design Pattern</li><li>- Code Handling</li><li>- Quality Assurance Methods</li><li>- Time Management</li><br/><li>- Scientific Working</li><li>- Marketing</li><li>- Presentation Techniques</li><li>- Legal Aspects</li><li>- Business basics</li><li>- Project and team management</li></ul>  | EQF level 6 |
| 8 Sep 2014–21 Mar 2016 | <b>Diploma of Games Programming</b><br>SAE Institute, Leipzig (Germany) <ul style="list-style-type: none"><li>- Object Oriented Programming with C++ and C#</li><br/><li>- Game Mechanics</li><li>- Game Engines (Unity3D, Unreal)</li><li>- Level Design</li><li>- Paper Prototyping</li><li>- Artificial Intelligence</li><li>- Game Relevant Mathematics &amp; Physics</li><li>- Procedural Content Creation</li><li>- Network Programming</li><li>- Character Animation Handling</li><li>- Tool Development</li><li>- Shader Programming</li><li>- 2D / 3D Graphic Programming</li></ul>  | EQF level 5 |
| 6 Sep 2010–8 Jul 2013  | <b>Electrician for devices and systems</b> <ul style="list-style-type: none"><li>- Business communication</li><li>- Planning and organizing the work, evaluation of the work results</li><li>- Installation and connection of electrical equipment</li><li>- Measurement and analysis of electrical functions and systems</li><li>- Assess the safety of electrical installations and equipment</li><li>- Installing and configuring IT systems</li><li>- Technical order analysis, solution development</li><li>- Manufacture of components</li><li>- Manufacturing and commissioning of equipment and systems</li><li>- Business processes and quality management in the mission area</li></ul> | EQF level 4 |

Sep 2010–May 2013

EQF level 2

Staatliche Berufsschule Erlangen, Erlangen (Germany)

[In German:] Religionslehre (EV), Deutsch, Sozialkunde, Sport, System- und Gerätetechnik, Installations- und Energietechnik, Steuerungstechnik, IT-Systeme, Fertigungs- und Prüfsystemtechnik, Englisch

Sep 2004–Jul 2010

### Secondary school certificate

EQF level 2

Staatliche Realschule Herzogenaurach, Herzogenaurach (Germany)

[In German:] Religionslehre (EV), Deutsch, Englisch, Mathematik, Physik, Chemie, Biologie, Geschichte, Sozialkunde, Sport, Informationstechnologie

Sep 2000–Feb 2004

Volksschule Weisendorf, Weisendorf (Germany)

[In German:] Religionslehre (EV), Deutsch, Schrift, Mathematik, Heimat- und Sachkunde, Kunsterziehung, Musik, Textilarbeit / Werken, Sport, Englisch

## PERSONAL SKILLS

Mother tongue(s) German

Foreign language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B2	B2	B2	B2	B2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user  
[Common European Framework of Reference for Languages](#)

Communication skills

- Communication with customer and analysis customer needs at Product Innovation Lounge
- Communication with customer and external cloud service provider through my experience at IT Sonix
- International team communication through my experience at UGX-Mods
- Crisis Management and Public Relations knowledge through UGX-Mods
- Expiration of company processes and structures during my time at Siemens Healthcare

Organisational / managerial skills

- Business owner of one-man business
- Single developer at PILOUNGE VR which handles everything between management, presentation and actual development
- Contact for problems in the frontend area at IT Sonix / Finatix
- Project Lead of multiple projects at UGX-Mods
- Project Lead for student projects at SAE Institute Leipzig
- Team management & organization at UGX-Mods
- Organize meetings and executing them
- Team based collaboration at UGX-Mods, Siemens & SAE Institute

Job-related skills

- Game Programming with Unity in C# and Unreal Engine 4 in C++
- Plugin development with Python
- Application Development with C++ and Qt 5
- Web Development with HTML5, CSS3 / SCSS, Angular 8, PHP7 (laravel), node.js (express / nestjs) Task Runner (Grunt) and Package Manager (npm, bower, docker)
- Git versioning via Git Workflow
- Setup of proper development environment & documentation

- Independent product versions for user groups (stable, beta and experimental branch for testing)

## Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem-solving
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

Digital skills - Self-assessment grid

Driving licence B

## ADDITIONAL INFORMATION

Honours and awards Place 35 with *UGX Mod Standalone* at *ModDB Mod of the Year 2015 Contest*.

Place 74 with *UGX Mod Standalone* at *ModDB Mod of the Year 2013 Contest*.