



## Johannes Hertenstein

Software Developer / DevOps Engineer

Certified Advanced Symfony Developer

PHP (SYMFONY / LARAVEL)

GOLANG

DEVOPS

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## Software Development

For me, software development is both, a craft and a passion: I have been learning all I can about programming languages, paradigms and adjacent technologies since I was 12 years old. I have made software development my profession starting 2013.

As such, I am a competent and seasoned **PHP** (Symfony / Laravel), **Golang** and **TypeScript / JavaScript** developer that doesn't just implement the logic but ensures that the project is scalable and maintainable in the future.

## DevOps

Running Linux on all kinds of devices, starting at Workstations and Linux but also including Phones, Microcontrollers, Single Board Computers, Routers has always been a hobby of mine.

This makes me a passionate DevOps Engineer with practical knowledge about **Linux**, in both more traditional setups using tools like **Ansible** or **Chef** and more advanced setups using **Docker**, **Kubernetes** and **CI/CD Pipelines**. I will help modernize and streamline your software development workflow and infrastructure management to ensure maximum productivity of developers and high availability of your applications.

# Projects

## 'Chameleon' Shopsystem

2020 – 2022

Development of an e-commerce Platform based on Symfony and implementation of client specific logic for multiple clients. This client specific logic contained customization of

- Product-Import from multiple ERP-Systems
- Export of Orders to multiple ERP-Systems
- Search & Filter logic
- Order & Checkout Flow
- Ad optimization including customer-specific newsletters
- Display of products, up & cross-selling

CLIENT: ESONO AG

INDUSTRY: E-COMMERCE

SYMFONY

REACT

MYSQL/MARIADB

ELASTICSEARCH

RABBITMQ

REDIS

MEMCACHED

PHP

TYPESCRIPT / JAVASCRIPT

## Cluster Administration & DevOps

2020 – 2022

Administration of Kubernetes clusters & DevOps pipelines, both for internal and external consumers. This was largely focused on running Kubernetes clusters on cost-effective off-the-shelf hardware without relying on cloud providers to do the heavy lifting.

CLIENT: ESONO AG

INDUSTRY: E-COMMERCE

KUBERNETES

GITLAB-CI

GITHUB ACTIONS

JENKINS

RANCHER (1.X & 2.X)

GALERA

GLUSTERFS

## Conference App

2021 – 2022

Development of an app to allow attendees of hybrid conferences (held both, in person and remote) to get information about the event, participate in talks, connect with other attendees as well as schedule & start 1on1 calls with exhibitors or attendees.

CLIENT: ACADEMIC INSTITUTION

NESTJS (NODE)

REACT

FLUTTER

JITSI-MEET

MYSQL/MARIADB

WEBSOCKETS

TYPESCRIPT

DART

## Newsletter Customization Service

2020 – 2021

Development of a newsletter customization service for serving individual customers unique product suggestions every time they open the E-Mail. The amount of data processed made this project interesting as there were roughly 200GB of pure id-to-id mappings to be processed regularly.

INDUSTRY: E-COMMERCE

REDIS

RABBITMQ

GOLANG

## 'Toubiz' Tourism System

2017 – 2020

Development of system for managing tourism data and distributing that data to various outputs such as websites, catalogues, Display-Kiosks. The system was built from scratch by a team of 5-7 developers for which I was the technical contact person and decision maker.

CLIENT: LAND IN SICHT AG

INDUSTRY: TOURISM

LARAVEL

VUE.JS

VUE SSR

TAILWINDCSS

NEOS CMS

MYSQL/MARIADB

PHP

HAXE

JAVASCRIPT

## 'Optisizer' Platform

2016 – 2017

Development of a platform for calculating & planning the optimal size and configuration of rooftop solar installations. This included taking into account the coordinates of the house, pulling in historic sunshine data as well as analyzing the users energy consumption.

CLIENT: NIMIUS AG

RAILS

POSTGRESQL

TURBOLINKS

SIDEKIQ

RUBY

## 'Overlayr' Application for Stream Overlays

2014 – 2018

Development of an application that helps live-streamers add stream information (such as number of viewers, subscriber goals, chat, ...) to the stream as an overlay. The backend was first built using express.js (Node) while a later version replaced the microservices with go counterparts.

SELF-STARTED PRODUCT

EXPRESS.JS (NODE)

MYSQL/MARIADB

ANGULAR

WEBSOCKETS

GOLANG

TYPESCRIPT