

ALEXANDER GAUS

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🌐 RTUnreal

ABOUT ME

I am a programmer based in Berlin with a background in web development. My professional journey has allowed me to gain valuable experience in crafting efficient and user-friendly web applications especially in Rust. I am passionate about three key aspects of my work: the pursuit of correctness in code, a focus on seamless deployment processes, and a commitment to the open-source community.

My previous work has led me to explore web development, developing my skills in various languages and frameworks to create online experiences. What truly drives me, however, is the pursuit of coding correctness.

In addition to my dedication to code quality, I am an ardent supporter of open-source initiatives. I actively advocate for open-source projects because I believe they provide a better structure for security and reproducibility, as well as, being future-proof compared to proprietary software.

Beyond my professional life, I am an avid learner of different things relating to technology, e.g. Hardware. I am always trying new things and broadening my horizon because of it.

I am excited to leverage my skills, passion for correctness, and commitment to open-source values to contribute to innovative and impactful projects.

EDUCATION

B.Sc. Informatik (B.Sc. Computer Science) Technischen Univerität Berlin	Berlin, Deutschland 2018 - <i>present</i>
Abitur (high school diploma) Immanuel-Kant-Gymnasium	Berlin, Deutschland 2016 - 2018

TECHNOLOGICAL SKILLS

Programming

Programming languages, technologies and their related tools I have worked with and have build skills with.

Rust (cargo/clippy/rust-analyzer, Webframework stack: axum/etc., other important libraries in the ecosystem: serde/tokio/etc.), **PHP** (composer, symfony), **Javascript/Typescript** (yarn/npm/pnpm, svelte/vue), **SQL** (MySQL/Postgresql/SQLite), **Python**, **Bash**

Tools

Tools I have worked with, which help in development and deployment of software projects.

Git (read more in Project Management), **Docker** (Docker Compose), **Nix/NixOS** (Nix ecosystem, Nix Flakes), **Buildbot** (CI/CD build/configured in Python)

Project Management

Experience with working in teams. Understanding of common git workflows like PR/MR. Experience in reviewing code of other people and suggesting fixes. Knowledge of common software project workflows, i.e. CI/CD.

Other skills

Knowledge of building software ready for usage in Containers.

PREVIOUS WORK PLACES

Junior Software Developer

Legal Smart Gbr

Berlin, Deutschland

Oct 2019 - Jan 2020

System Administrator and Programmer

TOLKO Stoffe GmbH

Berlin, Deutschland

Feb 2020 - *present*

NOTABLE PROJECTS

Green Log

A power consumption monitoring project, in which, data center administrators can deploy it on their systems, in order to monitor their power consumption and equivalent co2 emissions.

I worked on the ingester service, which takes data from clients, authenticates and adds them to a time series database. This service also provides administrative tasks, like adding and removing devices with provided by co2signal.

In this project, I also provided support for other team members as well reviewed their code. We also had weekly standup meetings, in order to, organize made progress and plan next steps in the project.

https://github.com/RTUnreal/green_log

Group Cycling Planer

A project for the planning of group cycling (§ 27 StVO), which enables the VRU Lab from the TKN at the Technische Universität Berlin to conduct research on the communication between vulnerable road users.

We created an MVP as a basis for future work. It contains features for creation, planning and joining of groups. By using Open Street Map and Open Source Routing Machine, we created a simple and familiar UX for the creation of groups and finding the group a user would like to choose to drive with.

I worked on the API, which let me have the chance of working with PostGIS and Spatial Querying, as it was an unfamiliar Field of Software development for me.

Due to its proprietary nature, for the foreseeable future, I am not allowed to show any source code or documentation.