



MARKUS UNGER

Software Engineer

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SUMMARY

I am a software engineer with experience in building RESTful backend services and rich frontend applications in JavaScript and Ruby.

I am passionate about creating services with minimal footprints and modern distributed systems. I recently built 200 OK, an open-source backend service for ephemeral REST APIs.

Previously, I worked in book design and typesetting and gained strong typographic knowledge.

FIND ME ONLINE



GitHub

github.com/markusunger



LinkedIn

[linkedin.com/in/markus-unger-73780b171](https://www.linkedin.com/in/markus-unger-73780b171)

EDUCATION

Launch School

(2018 – 2019)

Multi-year full-stack software engineering curriculum with focus on (web) development fundamentals, problem solving and algorithmic thinking

University Of Applied Sciences (HTWK) Leipzig

(2003 – 2008)

Diplom-Ingenieur (FH) (graduated engineer)
Medientechnik (media technology)

WORK EXPERIENCE

Book Publishing Staff, Sax-Verlag

(2008 – 2019)

- Introduced several digital tools for CRM and automated production as well as writing automation scripts
- Responsible for metadata management, internal digital production workflows and employer training for digital technologies
- Typesetting and design of 100+ scientific and other non-fictional publications (Adobe InDesign)
- Design and layout work for book covers, illustrations and advertisement in both print and web format

SKILLS

JavaScript (including ES6), Ruby, Node.js, Express, React, Sinatra, SQL, MongoDB, Redis, Docker, REST API design, HTML, CSS

Layout, Typography, Typesetting, Adobe Creative Suite

PROJECTS

200 OK

<https://200ok.app>

(January 2020 – present)

- Created an open-source backend service for ephemeral REST APIs with Node.js/Express, MongoDB, Redis and HTML/CSS/React
- Designed a multi-tenant REST interface application with support for schemaless, no-configuration data storage
- Used a message broker and Server-sent events for real-time communication between server applications and browser clients
- Managed the complete development cycle from application design to deployment
- Author of an extensive user documentation (<https://200ok.app/documentation>) as well as a detailed technical case study (<https://200ok.app/case-study>)

A Dungeon Forgotten

[Project repository](#)

(2018)

- Implemented procedurally generated maps through customized cellular automata
- Used graph-based pathfinding algorithms
- Ruby/Sinatra backend with a browser GUI

NodeHue

[Project repository](#)

(2019)

- Application for controlling the Philips Hue smart light system
- Implemented color conversion from an xy-based system to RGB