



Media Designer Digital/NonPrint
Born 22.01.1983 in Essen, Germany
Married, seven children

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Professional Life

- 12.2016 - current [Calliope gGmbH](#), Community Manager, Teilzeit
- 06.2016 - current Software Architect, [OESTREICHER+WAGNER GmbH](#)
- 11.2015 - 03.2016 [BQ](#), Educational Evangelist
- 12.2014 - 10.2015 [all3dp.com](#), Community Manager, Part Time
- 01.2013 - 10.2013 [3dPrintingIndustry.com](#), Community Manager, Part Time
- 12.2012 - 04.2016 [3dDinge UG](#), CEO
- 06.2010 - 10.2015 [BörseGo AG](#), Incident Manager
- 06.2012 - 10.2013 Makible Ltd, Community Manager, Part Time
- 02.2010 – 05.2010 [Burda Media Innovations Lab](#), Freelancer
- 01.2008 - 01.2010 [Bigmouthmedia GmbH](#), Senior IT Consultant
- 08.2006 – 12.2007 Design Aspekt GbR, Web Developer
- 04.2004 – 07.2006 Commedia GmbH, Web Designer
- 06.2002 – 09.2002 OnTimeData AG, Web Developer

Education

10.2003 – 02.2004 Preparations for the IHK Exam

Graduation: Media Designer Digital/Print
Focus: Operating/Non Print

06.2000 – 08.2002 Private Study at Macromedia Akademie für neue Medien, Munich

Graduation: Digital Media Designer
Focus: 3D-Design, online project conception, web development

09.1993 – 06.2000 Graf Rasso Gymnasium, Fürstenfeldbruck

Graduation: O-Level
Focus: Scientific

Internships

09.2002 – 10.2003 GlobalMediaApplications Ltd, Development

03.2004 Ynnor Systems, Development

Knowledge

Languages: German & English, business fluent

OS: Windows, Ubuntu/Debian Linux, Mac OS X, Centos

Scripting languages: PHP, JavaScript, node.js Basics, Arduino

Technical: MySQL Database Architecture, REST, OOP, RegEx, Zend Framework, Symfony
Caching high frequency Websites with Varnish/Memcache, Vagrant, Git, Jira, Confluence,
Docker, Laravel, nginx

Full Techstack at <https://stackshare.io/nhitze/nils-hitze>

Skills: TechSupport (1st/2nd Level) and Documentation of existing Legacy Systems, Social Media
Marketing, strong Networking skills

Projects

OESTREICHER+WAGNER GmbH - Software Architect, from 05.2016 - current

At OEW my job is to transform the IT & Development department to a combined DevOps environment. I documented existing projects, pushed multiple legacy systems to their End of Life and tried to get the internal training uptodate for the developers. Besides multiple Wordpress installations, I was managing the integration of a 2FA system into our internal Content Approval System for the BMW sales literature.

BQ - Educational Evangelist, from 11.2015 - 03.2016

At BQ I was building the BQ Academy Germany, an initiative to teach children how to code, construct in 3D and tinker.

I blogged tutorials, Explanations and Projects on <http://diwo.bq.com/de/>, created videos for using our graphical Interface Bitbloq (<http://bitbloq.bq.com>) and created a Network of like minded initiatives.

I also fostered sales of our robotics products (ZOWI and PrintBot) and our line of FDM 3D Printers.

We held multiple Workshops for Kids about Robots and Arduino Programming, for example at the Make Munich 2016 and the CoderDojo Munich.

All3dp.com - Community Manager, from 12.2014-10.2015

For All3dp I helped building their Twitter and Facebook Pages, wrote articles for their blog about 3D Printing and connected them to people from my vast network of 3dprinting enthusiasts.

3dDinge UG - CEO, from 2013

I founded my first company 3dDinge in February 2013 with two friends. We focus on Reselling affordable 3dPrinter Kits, assembled 3dPrinters for B2B Customers and all things that belong to 3dPrinting. I've setup the whole Shopsystem (modified) with a Wordpress System as a CMS/blog.

Makible Ltd - Community Manager, from 06.2012 - 10.2013

At Makible I helped setting up and developing the Community around the \$ 300 3d Printer Makibox A6 and did Customer Support (1st Level/Technical)

BörseGo AG - Incident Manager, from 01.2010 - 11.2015

At BörseGo I was leading the 1st and 2nd level TechSupport for our customer base.

I used Jira (for internal requests) and Kayako (for external user requests).

From December 2014 onward I was also in charge of a monthly TechMeetup to build a community of potentially

interesting Developers to hire.

My day job was to fix, integrate or plan patches, small changes to our codebase or writing texts to help our customers.

In 2013 I was working on the Relaunch of our FlagShip Portal www.godmode-trader.de and was implementing single segments into our Symfony-based Application. We use our own REST API and a set of highly modular Segments based on YAML-configs and Twig Templates. The refactoring we did in Q1 2014 included setting all JavaScript Linters to strict and fixing all legacy errors to minimize Frontend Client Errors. This project was done in PHP, with Symfony, our REST API, jQuery for the Frontend with a Plugin-like architecture to implement needed libraries and git for the versioning.

In 2012 until 2013 I was the main TechSupport for our JavaScript-based Portal www.marketvectorsindices.com and rewrote most of the Cron Architecture for importing new Indices Data & creating the PDF-based Factsheets.

In 2010 I helped developing BörsenFuxx, a now discontinued page where users could set up a set of monitors for special stock exchange news and highly customize the view on their screen with multiple widgets. It was based on ExtJS in the FrontEnd and a Zend Framework Backend.

Bigmouth Media - Senior Developer, from 01.2008 - 01.2010

At Bigmouth Media i was responsible for building, deploying and managing multiple Forwarding Domains with Content from Amazon, eBay and Shopping 24 for Search Engine Marketing Campaigns. I created a lightweight System, based on the Zend Framework, that could be easily adapted / redesigned and deployed in minutes. The system was able to deploy a new Domain that forwarded Customers to our Target Sites, based on one simple XML file. These Config Files where created in cooperation with our Account Managers and included Filters for certain Categories, based on AdWords Keyword Files & Marketing Campaigns.

In 2010 I developed a AdWords Campaign Creator based on Content Files from Eventim that would parse the Events we received on a daily basis and created new Campaign Titles, Texts and Ads for Events and deploy them to Google AdWords via the API. This way our Account Managers could easily adapt Campaigns to the current Market Situations and flexibly add Keywords and Descriptions.

Design Aspekt - WebDeveloper, from 08.2006 - 12.2007

At Design Aspekt I was supporting Customer Projects based on our In House CRM and Agency Management System and did a complete Reengineering of the Systems with the CakePHP Framework to replace the legacy procedural System.

Unsalaried Projects

Make Munich 2013 / 2014 / 2017

I've founded Make Germany, a loose network of Makers / FabLabs / Hackerspaces in Germany and organized the first german Maker Faire in April 2013 in Munich with about 2500 attendees. I also helped organizing the team/event in 2014 with around 3500 attendees and over 40 exhibitors, including Premium Retailer IGo3d, Conrad Electronics and Bürklin. The event was also partly funded by the city of Munich, which gave me some additional good contacts to the local chamber of commerce.

BarCamp Munich 2008 / 2009 / 2017

In 2008 I organised my first ever BarCamp at Sun Microsystems in Munich. Over 300 Attendees enjoyed two Days of Unconference and the feedback was very positive. We continued in 2009 after which I handed the BarCamp over to one of the Team Members. In 2017 I am back in the saddle organizing the first BarCamp in Munich after five years without one at Microsoft.

GameCamp Munich 2009 / 2010 / 2011

In 2009, after organizing my first BarCamp in Munich with about 350 people, i thought about the future of BarCamps and only redoing the same thing again in the next year seemed a bit boring, so i created a BarCamp for Videogame Developers/Designers and Publishers. So the GameCamp Munich was born and is, in 2016, still a well known institution in germany among video game People.

Munich, 7th of February 2017

