

Curriculum Vitae



Personal Data

Name	Sebastian Loncar
Day of Birth	07.09.1983
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Career

since 09/2018	Sole responsibility IT-Employee at Wechseipilot GmbH
since 02/2015	Developer of Controller Software of Pewatronic Chess Computer GM40
12/2008 - 08/2018	Founder and CEO of Tamani GmbH
since 2004	Founder and CEO of SpaceTrek: The New Empire
2011-2015	On-Site Service "PC-Service Loncar"

Education

08/2001 - 08/2004	Training to IT-Specialist at enobis GmbH
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Interests

Hobbies	Making Music (Piano, Flute)
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Knowledge

Foreign Languages	German: Native Englisch: Fluent
IT-Knowledge	<ul style="list-style-type: none">- C#, Java, Html, Js, Css, SQL, C++, PHP, DevOp, Kubernetes, SysAdmin Linux/Windows, OpenGL- Scalable, object orientated Software Architecture- Development of complex Rich Internet Applications (RIA) and also Desktop applications for Linux/Windows- Repairing of Computers / Solving of problems- Microcontroller Programming- Cloud-Development (e.g. Azure and Google Cloud Computing)- and much more

Projects

Tamani WaWi	Developer of the whole Commodities Management for company Tamani GmbH. Technologies: C#, Bash, Linux, Html, GTK, Java (for Warehouse scanner, Android-System), Google Cloud
touchtyper.net	http://touchtyper.net A 10-Finger-Writing-Learn program Technology: Html, Javascript
colorizer.org	http://colorizer.org Color picker with lots of conversions Technology: Html, Javascript, Algorithms
sharpkit	https://github.com/SharpKit/SharpKit Co-Developer of sharpkit Open Source C# to Javascript compiler.
stne.net	http://stne.net Founder and Developer of the commercial Browser based game "SpaceTrek: The New Empire". Long time large scaled project, completely written in C#. Hosted at Google Cloud.
gcaliper	https://github.com/Arakis/gcaliper A Screen ruler for Linux and Windows, written in C# with the usage of GTK3.
barcode	https://github.com/Arakis/barcoder A library written in C# to generate 1D-Barcodes.
autologin-on-boot	https://github.com/Arakis/autologin-on-boot Linux-Packet for Archlinux, to login a user automatically at boot.
Net3dBool	https://github.com/Arakis/Net3dBool Port of java j3dbool to C#. This Library can create complex 3D-Objects at runtime. Sample code uses OpenTL to render the objects.
TamaniChess (discontinued)	https://github.com/Arakis/TamaniChess TamaniChess was a Attempt to build a Open Source Schachcomputer from wood, incl. build plans, circuits and software. Project was discontinued by me because of high costs and the better, following project. Technologies: C#, Embedded-Hardware, planing, etching and soldering of circuits and of course: "Wood".
Pewatronic Schachcomputer	https://www.pewatronic.com Because of TamaniChess, a Switzer company Pewatronic found me. I'm responsible for the controller software of all pewatronic projects. Technologies: C#, GTK, Linux, Embedded-Hardware
trevios.com	https://www.trevios.com Previously Core-Developed of the Idea Management Software

"Trevios" of enobis Ideenmanagement GmbH, which is used by big companies like Bosch, Ratiopharm, Wielan. Technology: VB.NET

larne.scripting

<https://www.python-forum.de/viewtopic.php?t=7915>

Developer of own, very powerful Script-Interpreter/Engine, which can also use Classes/OOP. Initially developed in VB.NET, later ported to C#. Used by:

- trevios.com: Custom rules in the Editor

- stne.net: Server Side Extensions/Addons for the Player Account. Every player can write his own extensions, the engine is protected within a sandbox.

Minecraft-Extension(s)
(discontinued)

Minecraft is a Java based Game. I've developed an extension for this game, and modified existing ones to customize the world on my own server.

Technology: Java

MOSA-Projekt

<https://github.com/mosa/MOSA-Project/commits?author=Arakis>

Managed Operating System Alliance Project has the goal to develop an operating system completely written in C#. As temporary Co-Developer i was responsible for the Panic-Screen (like the Blue-Screen in Windows), better Debug-Output, Optimization of the Memory Management, Optimization of Boot-Up and Optimization of build tools.

Technology: C#, Assembler, Low-Level-Hardware-Access

Abanu Operating System

<https://github.com/abanu-org/abanu>

Little Proof-of-Concept Operating System completely written in C#. Contains Memory Management, Task Management and the Loading of Processes from Disk.

Aximo Games Engine

<https://github.com/AximoGames/AxEngine>

Simple OpenGL 3D-Engine written in C#

wechselpilot.com

Sole responsibility IT-Employee for the whole Software development: Backend, Frontend (except Graphic design) in C# and PHP, Ongoing development of desktop software (WPF), Devops, IT-Monitoring, Monitoring of KPI's, Kubernetes Management, Management of Azure and Google Cloud. Port of Legacy-Structures to modern Technologies.

Technology: C#, PHP, Kubernetes