

PROFILE

I was told it was next to impossible to get into Game Development and that, with my math skills, I should never do anything with math involved. I replied, with a grin, "Challenge accepted".

- ▶ **Leadership / teamwork skills:** President of the first and only IGDA student game development club in Germany; Organized and led workshops as intern at Reality Twist GmbH
- ▶ **Creating new concepts:** created and organized 5 new official university courses; created a new game design concept and a high-end atmospheric lighting system using HLSL at Reality Twist GmbH
- ▶ **Relevant training:** course of studies focused on graphics programming, also including industrial design, psychology, philosophy, education, soft skills and idea engineering
- ▶ **Teaching:** Instructor at the Institute for Simulation and Graphics, Mentor for new students at Unimmentor

EXPERIENCE

GRAPHICS PROGRAMMING INTERN, REALITY TWIST GMBH, MUNICH, GERMANY / 2009 - 2010

- ▶ Development of a realistic atmospheric rendering system and integration into an interactive real-time environment, "RealitySky", at the game development studio Reality Twist.
- ▶ Developed using HLSL, integrated into the Vision engine, Trinigy
- ▶ Creation of Game Design Concept "War Within" for the FilmFernsehFond Bavaria

INSTRUCTOR, INSTITUTE FOR SIMULATION AND GRAPHICS, MAGDEBURG, GERMANY / 2008-2010

- ▶ Hot Topics in Entertainment Software Development, weekly bachelor / master course, 2008-2009
- ▶ Rapid Prototyping in Game Development (Java, XNA, Flash), weekly bachelor course, 2008-2009
- ▶ Advanced Game Development (XNA, UDK), weekly master course / team project, 2010

PRESIDENT, IGDA STUDENT GAME DEVELOPMENT CLUB ACAGAMICS, MAGDEBURG, GERMANY / 2007 - 2009

- ▶ Organization of club activities and training of new club board members
- ▶ Planning, organizing and leading 5 weekly courses / projects with 10-20 Students each
- ▶ Code structure, camera controls, content integration, team lead for "Tankdogs" (XNA, C#)
- ▶ Menu and Character art for the Nintendo DS Project "Kung-Jum-Ping",
- ▶ Realistic PhysX Wipeout-style glider model for "Radical Scorcher" (PhysX, C++)

EDUCATION

Otto-von-Guericke University, Magdeburg, Germany, Oct. 2005 - March 2011

- **Engineer for Computational Visualistics, Diplom-Ingenieur**, equivalent to M.S. Degree,

ADDITIONAL INFORMATION

- ▶ Mentor at Unimmentor e.V., Magdeburg 2007-2008
- ▶ Dual Citizenship: US and German

