

Work experience

- 09/2009 – present **Ubisoft Blue Byte**, Senior Software Engineer, <http://www.bluebyte.de>
Currently working as Lead Tools Software Engineer • Worked on 'The Settlers of Tandra', an iPad/iPhone strategy game as Lead Software Engineer • Worked on 'The Settlers 7', responsible for network and backend development and optimization
- 08/2006 – 09/2009 **Electronic Arts (EA Phenomic)**, Lead Software Engineer, <http://www.ea.com>
Worked on 'BattleForge' • Responsible for UI system including UI tools used by UI designers and UI artists • Responsible for gameplay elements • Promoted to Lead Software Engineer for the 'BattleForge' Live Team • Responsible for backend development and optimization
- 09/2004 – 08/2006 **Phenomic Game Development**, Software Engineer, <http://www.phenomic.de>
Worked on 'SpellForce 2: Shadow Wars' and 'SpellForce 2: Dragon Storm' (Metacritic: 80) • Responsible for UI system, network system and gameplay elements • Created UI system and network layer from scratch
- 02/2003 – 08/2004 **3tn Industriesoftware GmbH**, Software Engineer, <http://www.3tn.de>
Developed Client/Server Transport Management System for ThyssenKrupp Steel • Used for dispatch, transport and loading of steel coils with unmanned, automatic vehicles • Used in 24/7 environment
- 10/2000 – 04/2001 **Ascaron Entertainment GmbH**, Intern, <http://www.ascaron.com>
Worked on soccer game 'ANSTOSS Action' • Developed UI-Screens • Implemented game-logic for training scenarios (corner ball, free kick, 1 vs. 1)

Education / Qualification

- 01/2011 Senior Software Engineer at Ubisoft Blue Byte
- 06/2008 Lead Software Engineer at Electronic Arts (EA Phenomic)
- 09/2006 – present M.Sc. in Computer Science, University of Hagen, Hagen, Germany
- 09/1999 – 11/2002 Diplom (FH) in Computer Science, University of Applied Sciences and Arts, Dortmund, Germany

Publications

- 03/2010 **Game Programming Gems 8**, Adam Lake, Course Technology PTR
'A Flexible User Interface Layout System for Divergent Environments'
ISBN-13: 978-1584507024
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Attended Workshops @ EA University

06/2008	TD Xccelerator (Workshop for prospective Technical Directors)
02/2008	NG Processor Hardware, Designing For Concurrency
01/2008	Object Oriented Design
04/2007	Concurrency

Skills

Programming Lang.:	C/C++ • C# • Lua • Java • SQL • Python • Objective-C
Operating Systems	Windows • Mac OS X • iOS
Platforms	PC • iMac • iPhone • iPad
Frameworks:	.NET • STL • Qt • DirectX • OpenGL
Tools:	Visual Studio • Perforce • GlowCode • VTune • PIX • PowerShell • PerfHUD • Wireshark • XCode • GIMP
Languages:	German (native) • English (fluent)

Games

11/2010	The Settlers of Tandria (Strategy game for iPhone / iPad) Publisher: Ubisoft
03/2010	The Settlers 7 (RTS) Publisher: Ubisoft • Metacritic: 79 • http://www.thesettlers.com
03/2009	BattleForge (RTS) Publisher: Electronic Arts • Metacritic: 75 • http://www.battleforge.com
03/2007	SpellForce 2: Dragon Storm (RTS) Publisher: JoWood Productions • http://www.spellforce2.com
04/2006	SpellForce 2: Shadow Wars (RTS) Publisher: JoWood Productions • Metacritic: 80 • http://www.spellforce2.com
05/2001	ANSTOSS Action (Soccer Simulation) Publisher: Ascaron Entertainment GmbH
