



# Gero Gerber

MOBILE SOFTWARE DEVELOPER

## CONTACT

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## EDUCATION

Computer Science  
University of Applied Sciences and Arts  
Dortmund, Germany

## PUBLICATIONS

Mac & i  
Game Programming Gems 8

## EXPERTISE

Swift	★★★★★
SwiftUI	★★★★★
ARKit	★★★★★
RealityKit	★★★★★
SceneKit	★★★★★
Unity	★★★★★

## LANGUAGES

German	★★★★★
English	★★★★★

## ABOUT ME

With nearly 20 years of experience as a professional software developer and a background in game development for desktop, console and mobile games I love developing high-performance 3D applications.

With the rise of Augmented Reality (AR) on mobile platforms I immediately jumped on that train and helped my clients to develop AR solutions for their businesses.

In order to spread the word about what great things you can do with AR I regularly write technical articles for Mac & i, Germany's top print magazine about Apple products.

## PROFESSIONAL EXPERIENCE

11/2018 - present  
Freelancer iOS Development  
app|tects, Dortmund

03/2015 - 10/2018  
Senior Software Developer,  
InnoGames GmbH, Düsseldorf

07/2013 - 02/2015  
Senior Software Developer  
Ubisoft Blue Byte GmbH, Düsseldorf

05/2011 - 07/2013  
Senior Software Developer  
Ubisoft Toronto Inc., Toronto, Canada

10/2009 - 04/2011  
Senior Software Developer  
Ubisoft Blue Byte GmbH, Düsseldorf

09/2004 - 09/2009  
Senior Software Developer  
Electronic Arts, Ingelheim am Rhein