

Work Experience

- 11/2018 – present **app|tects**, Software Developer and Owner
Freelancing Software Developer for iOS and Unity development.
- 03/2015 – 10/2018 **InnoGames GmbH**, Senior Software Developer
Worked on 'God Kings' for iOS and Android. Main Tools Developer. Responsible for iOS related topics and build-pipeline. Developed technical concept for 'God King's' world-map.
- 07/2013 – 02/2015 **Ubisoft Blue Byte GmbH**, Senior Software Developer
Worked on 'Assassin's Creed Identity' for iOS and Android. Responsible for developing the Animation-System, Game-Logic and iOS optimizations.
- 05/2011 – 07/2013 **Ubisoft Toronto Inc.**, Senior Software Developer
Presentation Programmer on 'Splinter Cell: Blacklist'. Responsible for technical design, implementation and optimizations of User Interface System for Windows, Xbox 360 and PlayStation 3.
- 10/2009 – 04/2011 **Ubisoft Blue Byte GmbH**, Senior Software Developer
Lead Software Developer on 'The Settlers of Tandra' for iOS. Online Software Developer on 'The Settlers 7'. Responsible for implementation, optimization and maintenance of client/server functionality.
- 08/2006 – 09/2009 **Electronic Arts (EA Phenomic)**, Lead Software Developer
Lead Software Developer of 'BattleForge' Live-Team. Responsible for extending and maintenance of client/server functionality after Release. Responsible for implementation and optimization of client-/server functionality. Responsible for User Interface System, including Tools and connection to Game-Logic.
- 09/2004 – 08/2006 **Phenomic Game Development**, Software Developer
Worked on 'SpellForce 2: Shadow Wars' and 'SpellForce 2: Dragon Storm'. Responsible for implementing the User Interface System und connection to Game-Logic. Developed online components for Multiplayer matches.
- 02/2003 – 08/2004 **3tn Industriesoftware GmbH**, Software Developer
Developed transportation system for ThyssenKrupp Steel AG in Duisburg for controlling fully automated vehicles for transport and loading of coils. Responsible for implementing a client/server system for 24/7 usage and an availability of over 99%.
- 10/2000 – 04/2001 **Ascaron Entertainment GmbH**, Software Developer (Intern)
Internship as Software Developer on soccer game 'ANSTOSS Action'. Responsible for implementing Training-Scenarios and responsible for maintenance and optimization of Reporter-Logic.

Publications

- 04/2018 **Medium**
Xcode Instruments Points of Interest with Unity [🔗](#)
- 01/2019 **Mac & i 01/2019 (heise)**
Using ARKit 2 with iOS 12 [🔗](#)
- 01/2018 **Mac & i 01/2018 (heise)**
Using ARKit with iOS 11 [🔗](#)
- 02/2017 **Mac & i 02/2017 (heise)**
iOS 10 Notifications Framework [🔗](#)
- 03/2010 **Game Programming Gems 8**
Adam Lake (Author), Course Technology PTR, 2010
'A Flexible User Interface Layout System for Divergent Environments'

Education

- 09/1999 – 11/2002 Computer Science, University of Applied Sciences and Arts, Dortmund (FH Dortmund)

Skills

- Programming Languages: Swift, C#, C/C++, Objective-C
- Frameworks: Unity, Cocoa Touch, Win32, .NET, DirectX, OpenGL
- Tools: Xcode, Visual Studio, Perforce, Git, PIX, JIRA
- Platforms: iOS, macOS, Windows, Xbox 360, PlayStation 3
- Languages: German (native language), Englisch (fluent)