Gero Gerber

REAL-TIME 3D · APPLE PLATFORMS

CONTACT

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gerogerber

TECHNOLOGIES

APPLE

Swift · SwiftUI · UIKit · Swift Concurrency · Combine · Objective-C · Core Data · Foundation Models

3D & AR

ARKit · RealityKit · Metal · SceneKit

GAMES

Unity · C# · C++ · Unreal Engine

ENGINEERING

MVVM · REST · XCTest · Swift Testing · CI/CD

CURRICULUM VITAE

ABOUT ME

Senior Apple platform developer with a focus on real-time 3D, building for iOS since 2009. Before going freelance in 2018 I spent many years in AAA game development in Germany and Canada, on titles such as *Splinter Cell: Blacklist* and *Assassin's Creed Identity*.

Today I build for iPhone, iPad, Apple Watch and Apple Vision Pro: AR with ARKit and RealityKit, rendering with Metal and on-device AI with Foundation Models. I have written 15 technical articles for Mac & i.

PROFESSIONAL EXPERIENCE

app|tects

11/2018 – present
Freelance Apple Platform Developer
app|tects, Dortmund

REVisAR — EnBW · iOS, visionOS
Main developer of the entire AR app, which shows planned wind turbines, solar parks and power lines at their true location on site.

- Geodetic positioning with RTK (approx. 2 cm accuracy), manual calibration
- GeoTIFF elevation models – assets follow the terrain

NeWA — Netze BW · watchOS, iOS
Apple-Watch-centric lone-worker safety app with immediate, time-window and fall alarms. Used by public authorities and EnBW.

The Settlers: New Allies — Ubisoft Düsseldorf
Game logic development in C#.

Own projects

- **Meetory** – shared memories app with on-device Foundation Models, widgets and a custom backend
- **Gridline** – native Grafana dashboards for Apple platforms

InnoGames

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

Unity developer with an iOS focus on the mobile game *God Kings* (unreleased).

UBISOFT

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

Assassin's Creed Identity for iOS and Android (Unity): animation system, game logic and iOS optimization.

CLIENT PROJECTS

REVisAR · EnBW
iOS, visionOS

NeWA · Netze BW
watchOS, iOS

The Settlers: New Allies · Ubisoft
Windows, PlayStation, Xbox, Switch

OWN PROJECTS

Meetory
iOS, watchOS

Gridline
iOS, macOS, tvOS

SHIPPED GAMES

The Settlers: New Allies
Assassin's Creed Identity
Splinter Cell: Blacklist
The Settlers of Tandria
The Settlers 7
BattleForge
SpellForce 2 – Dragon Storm
SpellForce 2 – Shadow Wars
ANSTOSS Action

PUBLICATIONS

Mac & i
15 technical articles on AR and Apple frameworks
Heise Medien

Game Programming Gems 8
Chapter: "A Flexible User Interface Layout System for Divergent Environments"
Course Technology PTR, 2010

LANGUAGES

German	native
English	fluent

PROFESSIONAL EXPERIENCE

(CONTINUED)

UBISOFT

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

UI programmer on *Splinter Cell: Blacklist* (Unreal Engine). Technical design, implementation and optimization of the UI system for Windows, Xbox 360 and PlayStation 3.

UBISOFT

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

Lead developer on *The Settlers of Tandria* for iOS. Online developer on *The Settlers 7*: implementation, optimization and maintenance of client/server functionality.

08/2006 – 09/2009
Lead Software Developer
Electronic Arts (EA Phenomic), Ingelheim am Rhein

Team lead of the 4-person *BattleForge* live team, extending and maintaining client/server functionality after release. Responsible for the UI system, including tools and its connection to game logic.

PHENOMIC

09/2004 – 08/2006
Software Developer
Phenomic Game Development, Ingelheim am Rhein

SpellForce 2: Shadow Wars and *Dragon Storm*. Implemented the UI system and its connection to game logic; developed online components for multiplayer matches.

3TN

02/2003 – 08/2004
Software Developer
3tn Industriesoftware GmbH

Transportation system for ThyssenKrupp Steel in Duisburg controlling fully automated coil transport and loading vehicles. Client/server system for 24/7 operation with over 99 % availability.

ASCARON

10/2000 – 04/2001
Software Developer (Intern)
Ascaron Entertainment GmbH

Soccer game *ANSTOSS Action*: training scenarios, maintenance and optimization of the match commentary logic.

EDUCATION

FH DORTMUND

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