

Resume

Main Skills

Programming languages : C++,Python, Java, Lua, Lisp
Libraries : QT, MySQL, TinyXML, Kynapse
Programming tools : MS Visual Studio, GNU compiler
Development tools : Perforce, Subversion, Bugzilla, Mercurial, Unit Testing

Languages : German (native), English (First Cambridge, TOEFL),

Papers

- [Paper published in German magazine gamestar / dev 04 / 06 \(scan first page\)](#)
- [Quantum light from beyond the event horizon](#)

Jobs

01 2008 Lecturer at the Games Academy Berlin on "Mathematics and Physics for Games Programmer"

03-05 2007 Freelancer at Studio2, Ascaron on Sacred2, Pathfinding and AI
Keywords : AI, C++, Pathfinding, Kynapse

02 2007 Founded my own games company gluggergames

2002 - 2006 C++ games programmer, Phenomic Ingelheim (Germany), since August 2006 EA Phenomic, I worked on Spellforce 1 and 2

- Programming and design of an AI system
- Database tool in QT and MySQL
- Enhancing and reworking the editor in QT
- Collision classes, visibility calculations, scene graph, math classes with unit tests

Keywords : AI, C++, QT, MySQL

- 2000 - 2002 C++ games programmer, Neo Software, Vienna
Neo Software (later Rockstar Vienna) was part of Take2
- research and programming for a massive multiplayer persistent world roleplaying online game
 - evaluation of NetImmerse, the graphic engine from NDL
 - research for a PS2 game
 - Maya API and MEL plugin programming for a first person shooter
 - tools programming and scripting for the Serious Sam engine from Croteam, especially AI and path finding research, design and implementation

Keywords : C++, Maya API and MEL, AI and path finding, PS2

Education

- 1998-2000 PhD in theoretical physics at the Technical University, Vienna
- research in string theory and related mathematical fields (topology, differential geometry, group theory), topic : (0,2) Compactification of Heterotic Superstrings
 - implementation of the topological calculation in C, Perl
 - administration of a Linux server

Keywords : C, Linux, physics, mathematics, Perl

- 1997 Research assistant theoretical physics at the ETH Zurich (CH)
Topic : String theory and mathematical physics

- 1990 - 1996 Studies in theoretical physics, mathematics and astronomy
University Basel, Switzerland
- master thesis in astrophysics on "Deflagration in a Supernova Typ Ia" by programming a thermodynamic simulation in Fortran77
 - research assistant at the Institute of Astronomy, Basel
 - IAESTE exchange student at a nuclear energy research facility in Poland

Keywords : Fortran77, astrophysics