

Franz Lanzendorfer

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OBJECTIVE

To strengthen my programming experience and learn about the operations and atmosphere of a company that excels in developing innovative and exciting gameplay experiences.

PROJECTS

Piratenkampf!

Current

Subject: Different barrel types surround the player's island. The player can combine those different types and shoot the resulting combinations to the enemy island to trigger actions and defeat his enemy

Technology: Unity3D, C#

Challenges: creating a satisfying user experience and fun gameplay, learning Unity3D

Misc: target platforms are iPhone/iPad and Android, supports network play

Agar Agar

Summer 2011

Subject: 2D webgame with focus on innovative gameplay and user experience

Technology: WebGL, JavaScript

Challenges: WebGL, smooth animations and UX, creating an interesting gameplay experience

Misc: Developed in collaboration with 5 fellow students (3 artists, 2 programmers)

Stealth Granny

Fall 2010

Subject: Stealth game with an isometric camera

Technology: XNA Game Studio, C#

Challenges: Collision detection & response, sight detection, isometric map-editor, enemy AI, pathfinding, animations

Misc: Developed in collaboration with 4 fellow students (2 artists, 2 programmers)

More

Further details of the above and additional projects can be found on my portfolio at <http://flanzendorfer.com/>

EXPERIENCE

Goodgame Studios – Java Developer Intern

Aug – Dec 2011

- Developed and updated the server components of the browser game „Goodgame Mafia“ with up to 20.000 concurrent users.
 - Worked closely with client developers and game designers to implement new features.
 - Extended and maintained the game database (MySQL), an average database holding data for 100.000 users.
 - Overcoming concurrency challenges in both the database and the application layer.
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SKILLS

Programming Languages

C++, C#, Java, JavaScript

Web

HTML, CSS

Tools

Git, Subversion

Database

MySQL

Languages

German (first language), English (fluent),

French (basic knowledge)

INTERESTS

Video games, programming languages (i.e. Haskell lately), electric guitar, rock climbing and hacker-news

EDUCATION

Salzburg University of Applied Sciences

2009 – Present

MultiMedia Technology

Major: Augmented Reality & Game

Bachelor of Science in Engineering (expected 2012)

HBLA Annahof Salzburg

2003 – 2008

Graduated in psychology & philosophy

REFERENCES

DI Felix Hummel

Math & Computer Graphics teacher

Salzburg University of Applied Sciences

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MSc Michael Nischt

Supervising tutor at *Goodgame Studios*

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