

# Franz Lanzendorfer

Wildshut 22

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Austria, Europe

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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.

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## PROJECTS

### *Pirate Fight 2000 (working title)*

*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:** *Unity 3D, C#*

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

**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

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## INTERESTS

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

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## 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

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## 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*  
*Goodgame Studios*  
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