

Franz Lanzendorfer

Wildshut 22
5120 St.Pantaleon
Austria, Europe

<http://joe-z.multimediatechnology.at/>
franz.lanzendorfer@gmail.com

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

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)

Space Confusion 2

Spring 2010

Subject: 3D arcade space shooter
Technology: openFrameworks, C++
Challenges: 3D collision detection & response, aiming system, user interface, 3D programming in general
Misc: My first game project!

More

Further details of the above and additional projects can be found on my portfolio at <http://joe-z.multimediatechnology.at/>

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.
-

SKILLS

Programming Languages

C++, C#, Java, JavaScript

Web

HTML, CSS

Tools

Git, Subversion

Database

MySQL

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
felix.hummel@gmail.com

MSc Michael Nischt

Supervising tutor at *Goodgame Studios*
Goodgame Studios
michael.nischt@gmail.com