

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, electric guitar, rock climbing and hacker-news

EDUCATION

Salzburg University of Applied Sciences

2009 – 2012

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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