

# Franz Lanzendorfer

Wildshut 22  
5120 St.Pantaleon  
Austria, Europe

<http://joe-z.multimediatechnology.at/>  
[franz.lanzendorfer@gmail.com](mailto:franz.lanzendorfer@gmail.com)

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## OBJECTIVE

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

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## 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/>

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## 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  
felix.hummel@gmail.com

### MSc Michael Nischt

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