



Contact

- +43 664 1644190
- <https://mr-rossi.github.io/>
- lukas.rosenberger@hotmail.com
- Graz, Austria
- 06. 03. 1994

Education

- 2018 - 2022
MultimediaTechnology, MSc
University of Applied Sciences Salzburg
- 2014 - 2018
MultimediaTechnology, BSc
University of Applied Sciences Salzburg
- 2008 - 2013
Matura with Diploma in Computer Science
Secondary Technical College Villach

Expertise

C++	C#	Java
SVN	Perforce	Git
Unity	Unreal	Android Studio
R	SQL	

Language

- German 100%
- English 95%
- Italian 10%

Lukas Rosenberger

Game AI Programmer

As a Gameplay Programmer specializing in AI, I am dedicated to pushing the boundaries of artificial intelligence within the gaming industry. My MultimediaTechnology studies honed my game programming skills, and I've contributed to various student projects, developing both technical and team skills. My role in Generation Zero involved leading the machine companion AI from inception to post-release. I'm driven to innovate in game development, creating engaging and smart gameplay experiences for a global audience. I embrace challenges that test my game development and AI expertise, enjoy solving intricate issues, and am eager to work on diverse game projects to elevate the gaming experience.

Experience

- 08/2022 - 2024**
Bongfish GmbH | Graz, Austria
AI Programmer
Co-Development with Avalanche Studios on Generation Zero
 - Worked on the machine companion AI from early prototyping to release and beyond.
 - Continuously fixed and improved existing enemies and other gameplay features.Gameplay Developer for internal Projects
 - Worked with Unreal Engine 5 using C++ and Blueprints, GAS, Enhanced Input System.
- 10/2017 - 03/2018**
ilogs mobile software GmbH | Klagenfurt, Austria
Android Application Developer
Developed SafeMotion app, which allows users to keep watch over their loved ones equipped with a connected smartwatch
- 07/2016 - 12/2016**
Arkavis | Bangkok, Thailand
Game Development Internship
Closely worked with artists on integrating their work while staying within engine and platform limitations Unity, iOS/Android)
- 2015**
University of Natural Resources and Life Sciences | Vienna, Austria
Android Application Developer
Developed an Android app for cross-compatibility between activity tracking app and research project.
- 07/2012 - 08/2012**
Supanz GmbH | Klagenfurt, Austria
Android Application Development Internship
Developed a mobile app to execute transactions in SAP systems

University Projects

- 2020**
Incendarius
First person puzzle game with stealth and horror elements
 - Created intelligent AI-controlled enemies, including the final boss
 - Supported other programmers
- 2017**
Major League Gladiators
2-player co-op shooter in VR
 - Created intelligent and extendable AI-controlled enemies
 - Closely worked with artists to realize their designs in the game
 - Created, evolved and evaluated the game design
 - Released on Steam