

CURRICULUM VITAE – LUKAS ROSENBERGER

CONTACT DATA:

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PERSONAL SUMMARY:

Lukas Rosenberger is a Computer Science student, currently in his 3rd semester at the University of Applied Sciences Salzburg. He is studying MultiMediaTechnology, a modern blend of Computer Science and Media Technologies with a major focus on Video Game Engineering and Computer Vision. Lukas is a passionate programmer who enjoys acquiring new knowledge and likes to keep up with the newest developments, thinking about how they could improve current technology.

EDUCATION:

09/2014 – 07/2017

UNIVERSITY OF APPLIED SCIENCES SALZBURG
MultiMediaTechnology

09/2008 – 07/2013

SECONDARY TECHNICAL VOCATIONAL COLLEGE AND INSTITUTE FOR RESEARCH AND TECHNOLOGY VILLACH
Department for Computer Sciences
Matura (with diploma)
Diploma: „SAP-Transaktionen vom Smartphone aus“ (SAP transactions on smartphones)

WORK EXPERIENCE:

2015

SWITCH-APP
University of Natural Resources and Life Sciences, Vienna

07/2013 – 01/2014

MILITARY SERVICE
Hensel-Kaserne, Villach

07/2012 – 08/2012

INTERNSHIP + DIPLOMA
Supanz GmbH
Developing a mobile app to execute transactions in SAP systems.

2009 - 2011

VARIOUS INTERNSHIPS

CURRENT EXPERTISE:

Proficient in C++, C#, Java
HTML, CSS, Javascript, PHP;
SQL, Oracle, SAP+ABAP;
Modern OpenGL, including Shader Programming in GLSL
Computer Vision
Basic 3D-modeling in Maya
Linear Algebra and Statistics
Software Architecture and Design
Algorithms and Datastructures
Video Game Engineering
Knowledge of Web Based Technologies including HTML and CSS,
Databases, node.js

PERSONAL:

Nationality: Austrian
Languages: German (native),
English (First Certificate in English Grade A - C1),
Italian (basics)
Hobbies: 3D printing, Video Games, Pen&Paper RPGs

PERSONAL STATEMENT:

As an avid gamer and technology geek getting to study MultiMediaTechnology at the University of Applied Sciences Salzburg is the perfect way of extending my personal hobbies into my future work life.

I'm looking forward to putting the knowledge I will have acquired by summer 2016 into practice by gaining actual video game industry experience for the first time.

I enjoy developing solutions to difficult problems and finding ways to improve on existing concepts. I can easily get excited about almost any kind of game project and will try to do everything possible to make games a great experience.

My focus is on game development and game design and I'm always trying to stay on top of new developments in those topics.

Currently I have developed 3 games, which you can find on my website <http://mr-rossi.github.io/>. By the time I start my Internship I will have developed a third game using Unity3D, so I will have a good insight into modern video game development.

