



Contact

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- Graz, Austria
- 06. 03. 1994

Education

- 2018 - 2022
MultimediaTechnology, MSc
University of Applied Sciences Salzburg
Thesis: *Displaying Visual Links with a World in Miniature in Augmented Reality*
- 2014 - 2018
MultimediaTechnology, BSc
University of Applied Sciences Salzburg
Thesis: *Usability of an Augmented Reality Book*
- 2008 - 2013
Matura with Diploma in Computer Science
Secondary Technical College Villach

Expertise

- C#
- C++
- Java
- VCS
- VR/AR
- Unreal
- Unity
- SQL

Language

- German
- English
- Italian

Lukas Rosenberger, MSc

Game Developer with Focus on AI

As a Game Developer specializing in AI, I am passionate about creating intelligent and engaging gameplay experiences that captivate players worldwide. My MultimediaTechnology studies refined my programming expertise in engines like Unreal and Unity, while both of my university theses explored innovative solutions in VR/AR environments, focusing on enhancing user interaction through augmented information. Professionally, I contributed to Generation Zero by leading the development of the machine companion AI, driving it from concept to post-release. I thrive on solving complex challenges, pushing the boundaries of game AI, and collaborating to craft immersive and dynamic gameplay. Eager to innovate, I look forward to contributing my skills to ambitious projects that redefine the gaming experience.

Experience

- 08/2022 - 07/2024
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, built in Unreal Engine
 - Created intelligent AI-controlled enemies, including the final boss
 - Supported other programmers
- 2017
Major League Gladiators
2-player co-op shooter in VR, built in Unreal Engine
 - 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