



## Contact

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- 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
- VCS
- VR/AR
- Unreal
- Unity
- SQL

## Language

- German
- English
- Italian

# 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 - 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
  - 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