

CURRICULUM VITAE – LUKAS ROSENBERGER

CONTACT DATA:

Address: Mühlweg 10
9560 Feldkirchen
Austria

Telephone: +43664 1644190
Email: lukas.rosenberger@hotmail.com
Portfolio: <http://mr-rossi.github.io/>



PERSONAL SUMMARY:

Lukas Rosenberger is a Computer Science student, currently in his 4th semester at the University of Applied Sciences Salzburg. He is currently finishing his master thesis in MultiMediaTechnology, a modern blend of Computer Science and Media Technologies with a major focus on Video Game Engineering and Mixed Reality. Lukas is a passionate programmer who enjoys acquiring new knowledge and likes to keep up with current developments in the gaming industry.

DATE OF BIRTH:

06 March 1994

EDUCATION:

09/2018 – present	UNIVERSITY OF APPLIED SCIENCES SALZBURG MultiMediaTechnology, MSc
09/2014 – 07/2018	UNIVERSITY OF APPLIED SCIENCES SALZBURG MultiMediaTechnology, BSc
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:

10/2017 – 03/2018	APPLICATION DEVELOPER Ilogs, Klagenfurt, Austria
07/2016 – 12/2016	INTERNSHIP (GAME DEVELOPMENT) Arkavis, Bangkok, Thailand
2015	SWITCH-APP University of Natural Resources and Life Sciences, Vienna, Austria
07/2013 – 01/2014	MILITARY SERVICE Hensel-Kaserne, Villach, Austria
07/2012 – 08/2012	INTERNSHIP + DIPLOMA Supanz GmbH, Klagenfurt, Austria Developing a mobile app to execute transactions in SAP systems

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
Experience with Unreal Engine and Unity

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 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.

I have worked on several games, which you can find on my website <http://mr-rossi.github.io/>.

