LUKAS ROSENBERGER

Game Developer

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🔗 http://mr-rossi.github.io/

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📍 Feldkirchen, Austria

WORK EXPERIENCE

Android Developer
ilogs

📅 10/2017 - 03/2018   📍 Klagenfurt, Austria

- Developed SafeMotion app, which allows users to keep watch over their loved ones equipped with a connected smartwatch

Game Development Internship
Arkavis

📅 07/2016 - 12/2016   📍 Bangkok

- Closely worked with artists on integrating their work while staying within engine and platform limitations (Unity, iOS/Android)

Android Developer
University of Natural Resources and Life Sciences

📅 2015   📍 Vienna

- Developed an Android app for cross-compatibility between activity tracking app and research project.

Mandatory Military Service
Hensel-Kaserne

📅 07/2013 - 01/2014   📍 Villach

Android Development Internship + Diploma
Supanz GmbH

📅 07/2012 - 08/2012   📍 Klagenfurt, Austria

- Developed a mobile app to execute transactions in SAP systems

EDUCATION

MultimediaTechnology, MSc
University of Applied Sciences

📅 09/2018 - 04/2022   📍 Salzburg, Austria

- Master of Science in Engineering
- Major in Game & Simulation Engineering
- Minor in Augmented & Virtual Reality

MultiMediaTechnology, BSc
University of Applied Sciences

📅 09/2014 - 07/2018   📍 Salzburg, Austria

- Bachelor of Science in Engineering
- Major in Game Development & Mixed Reality
- Minor in Game Studies & Game Design

SUMMARY

Lukas Rosenberger recently graduated with a Master's degree in Computer Science from the University of Applied Sciences Salzburg. There he studied 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.

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

LANGUAGES

German
Native
●●●●●

English
Proficient
●●●●○

Italian
Beginner
●○○○○

SKILLS

C++	CSS	C#	Git	HTML
Java	JavaScript	Oracle	SQL	
Unity	Unreal			

EDUCATION

Matura with Diploma
Secondary Technical College and Institute for Research and Technology

📅 09/2008 - 07/2013   📍 Villach, Austria

PROJECTS

Incendarius
📅 2020   📍 University of Applied Sciences, Salzburg
🔗 https://simonst0.itch.io/incendarius
First person puzzle game with stealth and horror elements
- Created intelligent AI-controlled enemies, including the final boss
- Supported other programmers

Major League Gladiators
📅 2017   📍 University of Applied Sciences, Salzburg
🔗 https://store.steampowered.com/app/727310/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