

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.

DATE OF BIRTH:

06 March 1994

EDUCATION:

09/2014 –

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:

07/2016 – 12/2016

INTERNSHIP (GAME DEVELOPMENT)
Arkavis, Bangkok, Thailand

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

