Christian Mayr, BSc

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Work Experience

12/2012 – 10/2013   **Web Developer**   **Freelancer**
Implementation and design of various Websites based on HTML and jQuery

08/2012 – 09/2012   **Android Developer Intern**   **Sony DADC, Anif, Austria**
Responsible for development of a testing framework allowing generation and
execution of automated test cases for Android DRM
Generation and design of a highly maintain- and enhanceable software
architecture for future usage

08/2011 – 11/2011   **Software Developer Intern**   **Metaversum, Berlin, Germany**
Maintaining and enhancing features for the online game Twinity in Python
Adaption of given GUI elements for improving user experience in ActionScript

10/2005 – 10/2009   **Software Developer**   **TAB Austria, Ansfelden, Austria**
Responsible for development and support of over 15 casual games for
Silverball- and Fun4Four-Touchdevices using C++ and internal frameworks
Tight integration of graphics and sounds within given hardware restraints

09/2004 – 09/2005   **Compulsory Paid Community Service**   **Lebenshilfe, Linz, Austria**
Assistance to direct-care workers for the disabled
Organizing the workflow in sheltered workshops

Education

10/2012 – present   **Salzburg University of Applied Sciences**   **Salzburg, Austria**
Master of Science expected 2015, Degree Program: Multimedia Technology

08/2013 – 12/2013   **Ajou University**   **Suwon, South Korea**
Exchange Semester, Major: Digital Media

10/2009 – 06/2012   **Salzburg University of Applied Sciences**   **Salzburg, Austria**
Bachelor of Science in Engineering, Degree Program: Multimedia Technology

09/1999 – 06/2004   **Higher Technical College of Informatics**   **Leonding, Austria**
Equivalent to A levels/high school diploma
Graduated with honors

Qualifications

Languages   German (mother tongue), English (fluent), Korean (basic)
Programming Languages   C++, C#, Java, jQuery, PHP, UnrealScript
Frameworks   Unity, XNA, MonoGame, Android SDK, Windows Phone SDK, OpenNI, Vuforia,
                            SDL, DarkGDK, Unreal Development Kit, OpenGL, OpenCV
Programs   Visual Studio, Unity, MonoDevelop, Eclipse, WebStorm, LaTeX, Git,
                            Subversion, Visual Source Safe, Plastic SCM, Adobe Photoshop
Excellent Skills   Object Oriented Programming, Software Engineering
Other Skills   Scrum, Creative Writing, Acting

Interests and Activities

I enjoy playing videogames, reading dozens of various books, writing short stories, watching Asian
and European arthouse movies, acting and everything connected to dinosaurs.