# Christian Mayr, M. Sc.

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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 – 02/2015**   **Salzburg University of Applied Sciences**                    **Salzburg, Austria**
Master of Science in Engineering, 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

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| **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.