

JAN MARTIN

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Curriculum Vitae, sorted chronologically

PERSONAL DATA:

Born: 04.12.1988 in Solingen
Nationality: German

STUDIES, BAMBERG

10/2014 until 10/2018 Otto-Friedrich Universität Bamberg
Bachelor-Studies, Applied Computer Science (7 Semesters)
Bachelor Thesis: „A Study on the Applicability of Explanation-Based Learning for Identifying Functional Structures in a Physical Simulation Game“
11/2018 until 12/2021 Otto-Friedrich Universität Bamberg
Master-Studies, Applied Computer Science, with Focus on AI and Media
08/2019 until 12/2019 Foreign Semester, Nanzan Universität, Nagoya
Master Thesis: „Applying Structural Analogy to solve Abstract Reasoning Problems in a more Human-like Way“

EMPLOYMENT

03/2011 – 08/2011 Internship Game Design
Bigpoint GmbH, Hamburg
09/2011 – 08/2012 Junior Game Designer, Balancing,
Bigpoint GmbH, Hamburg
09/2012 – 08/2013 Job Search
09/2013 – 08/2014 Game Designer,
Upjers GmbH, Bamberg

EDUCATION

1995 – 1999 Primary School, Sankt Augustin
1999 – 2008 Rhein-Sieg-Gymnasium (High School), Sankt Augustin.
Finished with 3.2
09/2008 – 11/2008 Side Job, Haribo Shop Bonn
04/2009 – 03/2010 Game Design Course, Games Academy, Frankfurt

04/2010 – 09/2010

Application Phase

10/2010 – 02/2011

Studies Politics und Sociology, 1st Semester
Uni Bonn; aborted

KNOWN LANGUAGES

German
English
Japanese

Native
fluent
basics

PROGRAMMING EXPERIENCE

Python
Prolog
Java
Haskell

Master Thesis
1 University Course, Bachelor Thesis, 1 Project
2 University Courses, 2 Projects
1 University Course

EXPERIENCE IN SOFTWARE DEVELOPMENT

Games Academy:

- 2 Sidescroll-Shooter Games:
Scripting, UI. Game – and Level Design

Bigpoint:

- Battlestar Galactica Online: QA, Balancing
- Kultan (Browser MMO): Balancing, scripting (xml, java)

Upjers:

- Multiple Browser/Mobile Games.

Bachelor studies:

- Software Engineering Project; planning and development with java
- Autonomous control of an RC sailboat, planning and development
- Logic databases for an entry into the “AI Birds” competition, with Prolog

Master studies:

- Text search („Netspeak for wikipedia“), planning, Team-organisation, development with Java/Kotlin

Privat:

- Game Developer for “OMGmod”, modification of the 2006 RTS-Game „Company of Heroes”