JAN MARTIN

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PERSONAL DATA:

Born:	04.12.1988 in Solingen
Nationality:	German

RECENT EMPLOYMENT

03/2023 – 09/2024	Software Developer, CLYE GmbH, Laufach
	- CLYE Platform Email (Backend, Go & Javascript)
	- External Project: Online Applications for Driver Cards (Frontend, Vue)
09/2022 – 12/2022	Software Engineer, Enmova GmbH, Freiburg *Backend(Python) and Frontend(React)*

STUDIES, BAMBERG

11/2018 until 03/2022	Otto-Friedrich Universität Bamberg Master-Studies, Applied Computer Science, with Focus on AI and Media
	Master Thesis: „Applying Structural Analogy to solve Abstract Reasoning Problems in a more Human-like Way"
08/2019 until 12/2019	Foreign Semester, Nanzan Universität, Nagoya, Japan
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"

PRE-STUDY EMPLOYMENT

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

KNOWN LANGUAGES

German	Native
English	fluent
Japanese	basics

PROGRAMMING EXPERIENCE

Javascript	1.6 Years of Frontend development (Vue, React, a bit of Typescript)
Python	Master Thesis, 3 Months Job experience (backend)
Prolog	1 University Course, Bachelor Thesis, 1 Project
Java	2 University Courses, 2 Projects
Haskell	1 University Course

PREVIOUS 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
Private:	▪ Game Developer for "OMGmod", modification of the 2006 RTS-Game „Company of Heroes"

EDUCATION

10/2010 – 02/2011	Studies Politics und Sociology, 1st Semester Uni Bonn; aborted for a Job offer at Bigpoint
04/2010 – 09/2010	Application Phase

04/2009 – 03/2010	Game Design Course, Games Academy, Frankfurt finished with Certificate
09/2008 – 11/2008	Side Job, Haribo Shop Bonn
08/1999 – 05/2008	Rhein-Sieg-Gymnasium (High School), Sankt Augustin. Finished with Abitur

INTERESTS

Rule Sets (Games, Logic), how to improve them, how they interact with other systems
Psychology, why do people want to do what they do the way they do
Wikipedia Articles
Cooking
History