

JAN MARTIN – PROJECT LIST IN DETAIL

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PRIVATE:

2009-now

Game Developer for “OMGmod”, multiplayer modification for the RTS Game “Company of Heroes (lua/xml)

EDUCATION:

Games Academy:

- 2 Sidescroll-Shooter Games:
DeBug: “Game Maker” Engine, Team of 4.
Scripting, UI. Game– and Level Design

Bachelor studies:

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

Master studies:

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

VOCATION:

Bigpoint:

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

Upjers:

- Multiple Browser/Mobile Games.
Game Design, Testing, Level Design
Unity-Engine

EnMova:

- Webinterface (Javascript with React Framework),
Backend (Python),
Research into conversion to Typescript

CLYE/Viind:

- Internal/Customer Mail Service, planning, text, translation,
Frontend with Html, Typescript, React Email.
- Frontend for Online Applications for Driver Cards,
Javascript with Vue Framework, Planning with BPMN,
Requirement Planning, Documentation