

JAN MARTIN

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PERSONAL DATA:

Born: 04.12.1988 in Solingen

Nationality: German

STUDIES, BAMBERG

11/2018 until 12/2021 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

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“

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

Python	Master Thesis
Prolog	1 University Course, Bachelor Thesis, 1 Project
Java	2 University Courses, 2 Projects
Haskell	1 University Course

EXPERIENCE IN SOFTWARE DEVELOPMENT

Games Academy:	<ul style="list-style-type: none">▪ 2 Sidescroll-Shooter Games: Scripting, UI. Game – and Level Design
Bigpoint:	<ul style="list-style-type: none">▪ Battlestar Galactica Online: QA, Balancing▪ Kultan (Browser MMO): Balancing, scripting (xml, java)
Upjers:	<ul style="list-style-type: none">▪ Multiple Browser/Mobile Games.
Bachelor studies:	<ul style="list-style-type: none">▪ 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:	<ul style="list-style-type: none">▪ Text search („Netspeak for wikipedia“), planning, Team-organisation, development with Java/Kotlin
Privat:	<ul style="list-style-type: none">▪ 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
1999 – 2008	Rhein-Sieg-Gymnasium (High School), Sankt Augustin. Finished with Abitur

INTERESTS

Games, Numbers, Logic, Psychology