Dominic Graefen

Software Engineer

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Summary

Self taught, ambitious and quick-learning engineer with a decade of experience in software development and a passion for elegant code. Focussing on mobile platforms with background in developing for desktop, web and backend. Highly experienced in all stages of design, development, testing and operating software using a variety of technologies, tools and programming languages. Constantly striving to learn new technologies and programming languages.

Experience

Wooga / Software Engineer
October 2012 - PRESENT, Berlin

Mobile Engineer:
Developed and evaluated several game prototypes on iOS.
Developed, released and operated Jelly Splash, Wooga's most successful game at the time, on the App Store.
Ported Jelly Splash to Android in a very short timeframe using cutting-edge cross-compilation technology.
Released and operated Jelly Splash on the Play Store.

SDK Engineer:
Founded a new team with the goal of reducing time-to-market for games by taking ownership of internal SDKs.
Developed a dependency-manager to distribute SDKs across games.
Developed a crash-reporting SDK for Android, iOS and Unity 3D.

Backend Engineer:
Developed and operated a backend (Erlang) as well as a football-simulator (Scala) for a football-manager game.

Devboy / Freelance Software Engineer
July 2009 - October 2012, Amsterdam

Created award-winning web experiences and apps for clients such as Intel, Ralph Lauren and Tate Modern.

MediaCatalyst / Software Engineer
January 2008 - July 2009, Amsterdam

Developed online campaigns for clients such as Canon, World Press Photo and Guerrilla Games.

anyMOTION GRAPHICS GmbH / Software Engineer Intern
October 2007 - December 2007, Duesseldorf

Skills

Programming Languages:
C, C#, Erlang, F#, Java, Objective-C, Scala, SQL, Swift and more

Platforms:
Android, iOS, OSX, BSD, Linux, Unix

Languages:
Fluent in German, English and Dutch

Public Speaking

Rapidly Prototyping Games
May 2013, FITC, Amsterdam, The Netherlands

The Productive Programmer
May 2012, FITC, Amsterdam, The Netherlands

The Productive Programmer
January 2012, Goto And Ski, Stechelberg, Switzerland

Morphing uv-maps using voronoi diagrams
September 2011, Flash On The Beach, Brighton, United Kingdom

Automating Flash Development with buildr
May 2011, Flex User Group, Amsterdam, The Netherlands

Papervision 3D Workshop
May 2008, Flashforum Konferenz, Cologne, Germany

Awards

Webby Award / The Unilever Series: Miroslaw Balka, how it is
May 2010, Best Art Website, Tate Modern