Peter Sperl, B.Sc.

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Github
LinkedIn

Recent Professional Experience

Senior Engineer & Team Lead, *Anyline*   *2022 – Present*

- Led cross-functional development team responsible for mobile, desktop (C#), browser-based (C++ and WebAssembly) & server-based (NestJS) scanning solutions
- Reshaped browser-based C++ engine, streamlining feature delivery between platforms
- Optimized CI/CD pipeline for faster deployments and automated testing
- Redesigned legacy C++ monitoring module, improving stability and scalability

Senior Engineer, *Anyline*   *2020 – 2022*

- Built a C++ framework for platform-independent scanning, reducing development time and standardizing capabilities across all platforms
- Led UWP SDK development to overhaul cross-platform architecture, improving performance, robustness, and ease of integration for customers
- Led development of patented technology for over-the-air deployment

C++ & C# Engineer, *Anyline*   *2015 – 2020*

- Built the Xamarin SDK for Android and iOS
- Ported the C++ engine to Windows and created a C++/C# bridge for seamless UWP integration
- Built the UWP SDK in C#

Projects & Developer Community Engagement

Game Development: Created multiple indie games using Unity, Monogame, Game Maker Studio and other frameworks

- Vast collection of 50+ Game Maker-based prototypes
- SPG - A XNA-based SDK for game development
- Level design for Cure Runners

Hackathon Participant: Regular participant in game jams and coding competitions (15+ events)

- Tao - 8th overall place out of 2000+ submissions (written in LUA & pico8)
- Llama in your Face - A browser game reaching over 6 million players worldwide
- Other Game Submissions

Education

Bachelor of Science - Medical Informatics   *2008 - 2013*
Technische Universität Wien

Technologies & Frameworks: .NET, UWP, WPF, Unity, Xamarin, XNA, Monogame, Game Maker Studio, GCP
Languages: C#, C++, Python, Java, LUA, GML (Game Maker Language)