Curriculum Vitae / Résumé

Personal Information:

Name:	Mike Schäkermann
Address:	Reichenberger Strasse 124, 10999 Berlin, Germany
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Education:

2011 - 2014		Salzburg University of Applied Sciences (Austria), undergraduate program **MultiMediaTechnology**, major in "Augmented Reality & Game"; degree: Bachelor of Science in Engineering (final grade in oral exam: **"Pass with distinction"**; average grade over all written exams: **1.1** with 1 meaning "Excelllent" and > 4 meaning "Not Passed") **Thesis title:** *"Implementation of a Collaborative Web Application for Annotating Gameplay Videos Based on Biometric Player Data"* (awarded grade "Excellent") **Scholarships:** engineering scholarship (03/2013) and merit-based scholarship for foreign studies (02/2014), both awarded by the Economic Chamber of Salzburg; merit-based scholarship, awarded by Salzburg University of Applied Sciences (11/2014)
2009 - 2011		University of Marburg (Germany), medical school; degree: first Staatsexamen (pre-clinical examination) in **Human Medicine** (percentage scored **88.2%**); elective course: **"Simulation Methods in Physiology and Neurobiology"** (grade: "Very Good")
2000 - 2009		Academic high school (Gymnasium an der Schweizer Allee), Germany; degree: **A level** (percentage scored **93.2%**)

Employment History:

2013 - 2014		Visiting Researcher at the Games and Media Entertainment Research Laboratory at University of Ontario Instititute of Technology (UOIT), Oshawa, Canada, under the supervision of Prof. Dr. Nacke
2012 - 2013		Tutor for applied mathematics (Salzburg University of Applied Sciences, Austria)
since 08/2011		Shareholder and co-founder of a startup company dealing with browser-based designs for 3D-printing (see https://stilnest.com/) and B2B 3D-printing services, received USD 1 mio. in seed funding in 08/2014 (see https://www.crunchbase.com/organization/stilnest)
2009 - 2010		Research assistant at core-unit "BrainImaging" at the university clinic for psychiatry and psychotherapy, Marburg (Germany)

Project Experience:

02-05/2014		3rd final semester project: WebGL-based multiplayer car racing game on real maps
09-12/2012		2nd final semester project: 2D strategy game for Microsoft PixelSense (multi-touch table), see http://github.com/mikeschaekermann/qpt2a
03-07/2011		1st final semester project: WebGL-based 3D-editor for 3D-printed objects, see http://portfolio.mediacube.at/projects/2012-jou/

Language Skills:

English, German:	fluent in speech and writing
French, Italian, Japanese:	basics

Technical Experience:

Programming languages:	C++, Java (3 yrs), C# and Assembler (1.5 yrs)
Graphics programming:	Programmable graphics pipeline, OpenGL/WebGL and GLSL
Web development:	HTML5, CSS3, JavaScript, PHP, XML, SQL (6 yrs), MongoDB (2.5 yrs)
Software engineering:	UML, design patterns
Advanced topics:	multi-threading, socket programming, memory optimization
Game topics:	game engine architecture, advanced collision detection, game AI basics (decision making, path finding)
Augmented reality topics:	linear & non-linear filters (blur, edge detection, morphological filters), object tracking, feaure point extraction (SIFT, SURF etc.)

International Experience:

2013 - 2014		Visiting Researcher at University of Ontario Institute of Technology, Oshawa, Canada (see Employment History above)
03-07/2012		Participation in the support program for international students at Salzburg University of Applied Sciences ("B.U.D.D.Y." program); certificate of intercultural competence;
01-07/2007		Stay abroad in Auckland (New Zealand), placement in a host family

Declaration:

I hereby declare that the above written particulars are true to the best of my knowledge and belief.

M.H.Schäker

Mike Schäkermann, 2015-05-04