

Thorsten Kohnhorst

Personal Details

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date of birth: **19.07.1972**
nationality: **German**

Education

1991 - 2001 University of Dortmund
course of studies: **Computer Science**
special subject: **Computer Graphics**
secondary subject: **Fine Arts**
1997 - 1998 diploma thesis: "Kosima - A System for the Design and Animation of Regular Tilings"
1995 - 1996 project work: "Philia - Realization and Application of a GP/AL-System"

Professional Experience

2012 - 2014	Deep Silver FISHLABS Hamburg	Senior Programmer Developing a GUI for editing game data and various gameplay development tasks.
2009 - 2012	IO Interactive Copenhagen	UI Programmer Developing the menu and HUD for the console game "Hitman Absolution".
2005 - 2009	49Games Hamburg	Gameplay Programmer Developing multiplatform sport games.
2003 - 2005	Codeon Dortmund	IT Developer Developing object oriented server applications and GUIs.
2002	Barcelona	Freelancing Programmer
2000 - 2001	Pixelpark Dortmund, London	Technical Lead Leading a team of 10 developers in charge of the creation of the CMS and the backend for a major customer's website.
1997 - 1999	Object Factory Dortmund	IT Developer Developing object oriented server applications and the GUI of an internal service-level management application.
1995 - 1998	Professorial Chair for Computer Graphics University of Dortmund	Professor's assistant GUI development for various research projects. Software and webserver administration.
1993 - 1994	Institute of Fine Arts and their Didactics University of Dortmund	Professor's assistant Computer-tutorial for art students.
1991 - 1995	MB Data Research Dortmund	IT Developer Developing graphical user interfaces for various in-house applications.
Summer 1991	Ruhrkohle AG Bottrop	Internship Developing a data export tool in Fortran.

Private Projects

2011	k	graphical programming environment	iPad unreleased	Objective C Sparrow
2011	klogger	development tool, OSC logger	Mac	Objective C
2010	krap	educational game	iPad unreleased	Objective C Sparrow
2008	kraut	casual game	iPhone iPad in 2010	Objective C OpenGL
2007	krank	casual game	PC, Mac iPad in 2010	python pygame
2006	krix	music organizer	Mac	python pyObjC
2004	kork	3D action game	PC, Mac prototype	python pyOgre, pyODE
2004	mp3ql	mp3 organizer	PC	python pyQt
2003	kiki the nanobot	3D puzzle game	PC, Mac	C++, python OpenGL
2002	kodisein	VJ-tool, realtime 3D animation	PC, Mac	C++ OpenGL