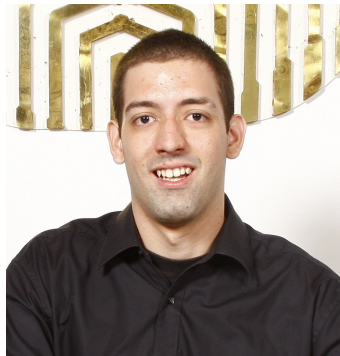


Tony Lattke



Buntentorsteinweg 305, 28201 Bremen ☎ +49 174 941 63 40 ✉ tonylattke@gmail.com

I am computing enginner from “Universidad Simón Bolívar” (Caracas, Venezuela) with specializa-
tion in Computer graphics, artificial inteligence and programming languages.

As a programmer I am really good working on old code, also I can generate a new code for a project.
I am proficient in a big area of programming languages from parsing languages, code generation
and many complex algorithms development. I think that knowing only one programming language
very well is not enough, I rather to know which programming language is better for the solution of
the problem. I am excellent team worker, I share and listen ideas for the improvement of a project.

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Curriculum Vitæ

Personal Data

Name Tony Enrique **Lattke Urbaneja**
Address Buntentorsteinweg 305, 28201 Bremen
Telephone +49 174 941 63 40
E-Mail tonylattke@gmail.com
Date of birth 14 February 1990 in Caracas, Venezuela
Citizenship German and Venezuelan
Marital status Single
Website tony.lattke.org
Blog tonylattke.blogspot.com

Professional Background

- 08/2013 - 11/2013 **Autocad Drawer**, Instalaciones RS 14 ca, Venezuela
- Drawing mechanical installations and pieces in Autocad.
- 08/2013 - 11/2013 **Web Developer**, Lo mas Trendy, Venezuela
- Develop a web application using python Django, CSS, HTML5 and Javascript.
- Using Twython a tool of Twitter.

Formal education

- 09/2007 – 09/2013 **Computing Engineer**, Universidad Simón Bolívar, Venezuela, *Finalized*.
09/2002 – 07/2007 **High school student**, U. E. Instituto Humanitas, Caracas, Venezuela, *Finalized*.

Conferences

- 10/2014 Authors: Isaac López, Tony Lattke & Carlos Pérez. **Random content generation based on constraints**, *CoNCISa 2014 (Computer Congress)*, Caracas, Venezuela.

Awards

- 10/2014 Authors: Tony Lattke, Isaac López & Carlos Perez. **First place of Thesis Research Topic (Random content generation based on constraints)** in *CoNCISa 2014 (Computer Congress)*, Caracas, Venezuela.

Languages

Spanish	Native language
English	Comprehension C1, Speaking C1, Writing C1
German	Comprehension B1, Speaking B1, Writing B1

Knowledges

Programming Languages	C, C++, C#, CSS, Haskell, HTML, Java, Javascript, \LaTeX , Matlab, MEL, Perl, PHP, Prolog, Python, R, Ruby, Shell script, SQL
Frameworks	Catalyst, Django, Laravel, Rails, XNA, Yesod
Operating Systems	Windows, Linux
Software	3D Studio Max, After Effects, Autocad, Blender, Maya, Photoshop, Unity, Microsoft Office Word, Excel, PowerPoint, Publisher
Others	Git, Heroku

Contests

Global Gamejam 2015	Path in blank
Caracas Gamejam 2013	Enter The Panic: Heart Attack
Caracas Gamejam 2011	Enter The Panic: The Attack of Matus

Universitäre Tätigkeiten

10/2013 – 10/2013	Collaborator in CLEI 2013 (Computer Congress)
09/2011 – 09/2013	Head Cordinator in Joincic (Computer Congress)
09/2012 – 09/2013	Collaborator in Computing Engineer Student Center USB
07/2011 – 07/2012	President in Computing Engineer Student Center USB
09/2010 – 09/2011	Collaborator in Joincic (Computer Congress)
09/2010 – 07/2011	Collaborator in Computing Engineer Student Center

Workshops

Miriadax	01/2015 – 02/2015 Introduction to Business Intelligence
	01/2015 – 02/2015 Marketing Strategies Online. Community Manager
	12/2014 Introduction to film language

VFX Latino América	11/2013 – 02/2014	Visual Effects and 3D Animation workshop
Instituto Arts	09/2011	After Effects CS5.5
	03/2010	3D Studio Max 2009 Animation and Design of characters
	12/2009	3D Studio Max 2009
	08/2006	Autocad 3D 2006
	07/2005	Autocad 2D 2006
Unweb	07/2009	Blender

Abilities and Skills

Proactive attitude.

Willingness to learn new skills.

Creativity and innovation available.

Assume responsibilities and work with a team.

Easy to work with a public.

Working under pressure.

Diploma Description

Computing Engineer

Specialization:

Computer graphics
Artificial intelligence
Design and implementation of programming languages

Electives:

Artificial intelligence for Video games
Introduction to Robotics
Topics in Computer graphics in Video games

Thesis Research

Topic:

The project obtained an “Exceptionally good” mention: Random content generation based on constraints