

Thomas Berger

Sonnleithnergasse 2/51, A-1100 Vienna - Austria

(+43) 664 738 498 12

contact@thomas-berger.at

thomas_the_berger (Skype)

www.thomas-berger.at

Software Engineer/Lead Programmer

Friendly, hardworking and team oriented programmer with C++ and lead experience seeking a position in a professional and ambitious team to make great, high quality games.

Qualifications

- Programming experience in numerous areas (game architecture, network, gameplay, graphics, physics, etc.)
- Hands on experience in game design, modeling, animation and audio
- Experience with Perforce (streams)
- Project management and team leading experience
- Thriving under stress
- Passion for video games
- Team player
- Very friendly

Projects and Work Experience

Angry Birds Holiday, Farming Game iOS, Sproing, 2015/16

- refactored some subsystems of the game like grid (object placement and navigation), game camera and production buildings (C++)
- changed and monitored workflows in the project for going live (to be able to work on multiple versions of the game simultaneously) → Perforce streams
- took the role as Release Manager to create new versions for Apple submissions and to coordinate the live update processes

Sigils – Battle for Raios, MOBA iOS, Sproing, 2012-2015

- started as a junior programmer working on smaller features (like particle system)
- implemented real-time multiplayer part of the game using the Photon Engine
- got the lead position after not even two years and coordinated the programming team starting from the soft launch preparation phase

There goes the neighborhood, 3D Action Adventure PC, University, 2009/10

- supervised the programming team (8 programmers)
- implemented the core part of a game engine using a component approach for entities which can be controlled via behaviors (C++ and/or Lua-Scripts)

EA SPORTS FIFA Manager 10, Soccer Management Game, Bright Future, 2009

- worked as an intern on screen conversions and new features in the offline part of the game like highlight mode and widget control (C++)
- written a tool to help the game designer create help texts (C#)

Additional Experiences

Lecturer for Online Gaming and Cloud Computing at University of Applied Sciences – Salzburg, 2016

- Gave the students an overview over multiple areas of multiplayer development like (real time games, Backend, CDN, Monitoring, Analytics, ...)

Involvement in the hiring process at Sproing

- Coordinated a small team to handle all the programming intern applications
- Was part of many job interviews for programmers and programming interns

Coordinator of

- **Programmers Meeting** to reduce the work overhead of our head programmer (every week another programmer had to hold a presentation about a topic of their choice)
- **Sports Mailing List** to organize (mainly) Basketball sessions between employees

Education

MSc IN ENGINEERING – University of Applied Sciences Hagenberg – Interactive Media, 2011

BSc IN ENGINEERING – University of Applied Sciences Hagenberg – Media Technology and -design, 2009

HTL (Federal Secondary College of Engineering), Wr. Neustadt – Electronic Data Processing and Organization, 2006

Skills

LANGUAGES:	German, English
PROGRAMMING:	C++, C#, Java,
IDES:	Visual Studio (2015), XCode
VERSION CONTROL:	Perforce, SVN
OTHER:	Basic understanding of game design rules

Interests

- American Football (I'm a huge Steelers fan)
- Playing games (especially sports games, management games and RPGs)
- Watching sports on TV and doing sports where I can chase something (Football, Ultimate, Basketball, etc.)
- Super Intelligences (rather new interest of mine, but as AI involves more and more this is an interesting topic)