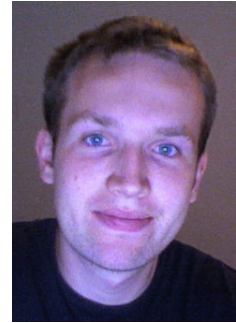


Martin Schwartz

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Location: Copenhagen
Portfolio: theschwartz.dk



SUMMARY

I have a strong technical background with emphasis on artificial intelligence, agile development, design patterns and OOP. I also have good experience with game development related topics like rapid prototyping, agile methodologies like SCRUM and the flexibility to adapt into new environments.

EDUCATION

IT-University of Copenhagen

- 2007 – 2009: MSc student of Media Technology and Games

The National Academy for Digital, Interactive Entertainment

- 2008 – 2009: Game Programmer during 3 one-month DADIU game productions

University College Dublin

- 2003 – 2007: BSc student of Computer Science

Niels Steensens Gymnasium (Upper Secondary School)

- 1998 – 2001: Student on the mathematical- and science-based line

QUALIFICATIONS

Game engines:

- Unreal Engine 3.0
- Microsoft XNA Game Studio
- Game Maker
- Unity Engine
- Valve's Source Engine

Other game-related skills:

- Strong mathematics and physics background
- Artificial intelligence algorithms

Programming, scripting and methodologies skills:

- C++ and C#
- Java 6.0
- Perl
- OpenGL
- Cg
- Actionscript 3.0
- Unreal Script
- Php, XHTML, CSS, Javascript
- MySQL
- Network Programming
- Design patterns
- Agile software development, SCRUM
- Unit Testing

Known software and OSs:

- Eclipse, Visual Studio 2008, MonoDevelop
- Subversion
- Ant, Nant and Cruise Control
- Mac OS X, Windows XP, various Unix variants

WORK
EXPERIENCE

APEX - Virtual Entertainment

Game Programmer

Nov. 2009 – present

- Working on a Horse-MMO computer game using the Unity game engine (C#) for client-side and the Project Darkstar (Java) for the server-side. 80% of the client game logic is covered by automated tests
- Coding GUI system, game logic and server code

Computer Games Research – IT-University of Copenhagen

Web Developer

Mar. 2008 – Aug. 2009

- Creating and maintaining the research group's website game.itu.dk using Php and MySQL
- Preparing and converting articles to HTML for the online computer games research journal gamestudies.org

NDS Denmark

Game Tester

Aug. 2007 – Aug. 2009

- Testing console games and interactive television games for bugs
- Playtesting new games for e.g. difficulty balancing

IMM – Technical University of Denmark

Research Programmer

July 2007 – Aug. 2009

- Developing small applications and retrieving new data for the people in the research group
- Have been part of several publications done by the researchers

REFEREES

Bachelor Project Supervisor

Dr. Hamish Carr

School of Computer Science & Informatics

Computer Science Building

University College Dublin, Dublin 4

Web: www.csi.ucd.ie/users/hamish-carr

Ph.: +353 1 716 2475

Master's Thesis Supervisor

Arnav Jhala

Department of Computer Science

Jack Baskin School of Engineering

University of California, Santa Cruz, CA 95064

Web: cs.ucsc.edu/~jhala

Ph.: +1 831 459 2502

MISCELLANEOUS

- Voluntary beta testing for online games for PS2 from 2005 – 2007

LANGUAGES

- English – advanced, fluent in speech and writing
- Danish – native

INTERESTS

- Playing computer games
- Listening to music
- Going to the cinema
- Walking in the nature
- Travelling
- Watching comedy shows