

Dipl.-Ing. Grumet Matthias

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Work Experience:

- 2K Games / 2K Czech** (www.2kgames.com www.2kczech.com)
2009 – 2010
Gameplay Programmer for Next-Gen Console Title. Responsible for Gameplay Logic, Artificial Intelligence, Animations, Online, Player-Control and Tools. Working closely with Gamedesigners and Animators.
- SAE / QANTM Institute** (www.sae.org www.qantm.com)
2007 – 2009
Lecturer for Game Programming Courses. Giving Programming Lectures in ActionScript, C++, C#/XNA with a focus on Game Programming such as 3D-APIs, Sound, Gameplay, Datastructures, Algorithms
- AVALOOP Virtual Worlds** (www.avaloop.com www.papermint.com)
2006 – 2008
Lead Client Developer for the MMORPG „Papermint“
Responsible for Client Software Architecture, 3D engine, Gameplay, User Interface, Charactercreation Webinterface
- Freelance Web Development**
1999 – 2005
Design and programming of dynamic websites for companies, sports-clubs, physicians and individuals
- Imagination Computer Services** (New Media Solutions)
(www.imagination.at)
2002 – 2004
Design and development of webservices for the “medien.welten” Exhibition at the Technical Museum Vienna
- Vienna University of Technology – Human Computer Interaction Tutor**
2001 – 2003
Supporting und evaluating students of the user-interface design course and the human computer interaction course
- Vienna University of Technology – Informatics Tutor**
2000 – 2001
Providing internet courses and internet training to other students
- Kelag** (Austrian Energy Provider)
1998 – 2003
System administration internships

Education:

2004 – 2005 Vienna University of Technology
Master curriculum **Computer Graphics & Digital Image Processing**
Specialization on Real-Time Graphics

Thesis: Rule-Based Mesh Growing and Generalized Subdivision for Real-Time Rendering

1999 – 2004 Vienna University of Technology
Bachelor program **Media and Computer Science**
Specialization on Web Content Management Systems

Thesis: „imsNUKE“ - WebPortal and CMS

1991 – 1999 Europagymnasium Klagenfurt
Specialization on english and computer science
Passed with honors

Thesis: JavaScript and its Practical Applications

Computer Language skills:

- **C/C++** - 3 years experience. Game Algorithms, FSMs, Code Generation,
 - **C# .NET** – XNA, Asset Management, WinForms
 - **Java** - excellent knowledge of various libraries such as jogl, lwjgl, batik, log4j and proguard as well as performance tuning and profilers
 - 3D Graphics Technologies such as **OpenGL, Cg, GLSL, DirectX, HLSL, CUDA**
 - Major Web Technologies such as **Flash, AJAX, PHP, XML, XSD, SVG, CSS**
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Software skills:

- **Specialities:** Gameplay Logic, Online Systems, GUI Development, Rendering Engine, Multithreading, Build Tools.
 - **Platforms:** PC, Xbox360, Java, Linux
 - **Tools:** Microsoft Visual Studio, Eclipse, Havok, 3D Studio Max, Maya, Motionbuilder, Illustrator, Photoshop, Premiere, Director, Flash
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Personal skills:

- Team spirit, responsibility and 100% commitment
- Able to communicate well using different methods
- Good time management
- Willing to learn new technologies continuously
- Problem solving by logical approaches - Versatility and interlaced thinking
- Languages: English (fluent), German (mother tongue), Italian (basic)
- Hobbies: Playing Games, Indy Games, Gaming Culture, The Demoscene, Conferences (GDC, SIGGRAPH, Eurographics, FMX)