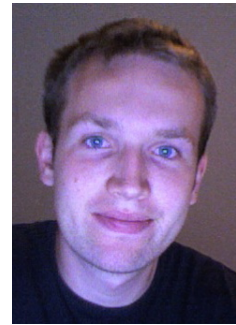


Martin Schwartz

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Location: Copenhagen
Portfolio: itu.dk/people/mschwartz/portfolio



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 (expected): 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 5.0
- OpenGL
- Cg
- Actionscript 3.0
- Unreal Script
- Php, XHTML, CSS, Javascript
- MySQL
- Design patterns
- Agile software development, SCRUM

Known software and OSs:

- Eclipse, Visual Studio 2008, MonoDevelop
- Subversion
- Mac OS X, Windows XP, various Unix variants

WORK
EXPERIENCE

IMM – Technical University of Denmark

Research Programmer

July 2007 – present

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

NDS Denmark

Game Tester

Aug. 2007 – present

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

Computer Games Research – IT-University of Copenhagen

Web Developer

Mar. 2007 – present

- 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

ConferencePlus

Teleconference Facilitator

May 2003 – July 2007

- Facilitating teleconferences for high-profile customers wishing to announce their financial results over the phones as well
- Assisting and booking conferences calls for customers over the phone

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