

## Curriculum Vitae

### Personal Data

Gerald Schenke  
born on 21 February 1982 in Düsseldorf, Germany

### Professional Experience

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|-----------------------|---|
| Jan. 2011 – Sep. 2015 | Software-Developer (Professional/Experienced)<br><b>7P Solutions &amp; Consulting AG</b> , <a href="http://www.7p-group.com">http://www.7p-group.com</a> <ul style="list-style-type: none"><li>Development and Maintenance of Java Enterprise Projects for Telecommunication Backend Configuration Management as Lead-Developer or Scrum-Master</li></ul> |
| Oct. 2008 – Dec. 2010 | Java Developer (Entry Level)<br><b>PSI Transcom GmbH</b> , <a href="http://www.psitrans.de">http://www.psitrans.de</a> <ul style="list-style-type: none"><li>Maintenance of Java Enterprise Projects for Telecommunication Backend Configuration Management</li></ul>   |

### Hobby Projects (one day per week)

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|-----------------------|---|
| Mid 2013 – Mid 2015   | Unity C# Developer<br><b>Deadhorse</b> , <a href="http://deadhorsegames.tumblr.com">http://deadhorsegames.tumblr.com</a> <ul style="list-style-type: none"><li>C# Scripting in Unity</li><li>Team Management</li></ul>  |
| Early 2009 – Mid 2013 | C++ Developer<br><b>Xpiriax</b> , <a href="http://www.xpiriax.de">http://www.xpiriax.de</a> <ul style="list-style-type: none"><li>3D Engine Development</li><li>Development of concepts and game logic for a racing game and a graphic adventure game</li></ul> |

### Skills

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|-----------------------|--|
| Languages             | German – native language<br>English – fluent   |
| Programming Languages | Very good knowledge in <b>Java</b><br>Good knowledge in <b>C#, SQL, Python/Jython, bash-scripting</b><br>Basic knowledge in <b>C++, javascript, groovy, php, ruby</b>  |
| Tools                 | Eclipse<br>subversion, git, mercurial<br>ant, maven, gradle<br>JIRA, Confluence, Redmine<br>Jenkins/Hudson, Sonar<br>Unity<br>MS Visual Studio Express 2013<br>Gimp 2<br>3DS Max<br>Adobe Premiere Elements 11 |
| Certificates          | Professional Scrum Master (PSM I / <a href="http://scrum.org">scrum.org</a> / 12.1.2012)<br>Professional Scrum Developer (PSD I / <a href="http://scrum.org">scrum.org</a> / 21.3.2012)                        |

### Personal Interests

PC-Games, eSports, Rowing, Running, Surfing, Guitar, SciFi

## Education

WT 2015/2016 – today	Cologne Game Lab – TH Köln Master Program <b>Game Development and Research</b> anticipated date of graduation: 08/2017
WT 2006/2007 – ST 2008	Heinrich Heine University Düsseldorf Master Program <b>Computer Science</b> Emphasis: mobile communication <b>Masterthesis:</b> „Java EE vs Ruby on Rails – Analyse und Vergleich anhand einer praxishen Beispielanwendung“ Written with coaching from company innoQ, Ratingen <b>Degree:</b> M.Sc. (Grade „very good“)
WT 2002/2003 – ST 2006	Heinrich Heine University Düsseldorf Bachelor Program <b>Computer Science</b> Emphasis: computer networks, database systems <b>Bachelorthesis:</b> „Web-Plattform zum Information- saustausch über wissenschaftliche Veranstaltungen“ <b>Degree:</b> B.Sc. (Grade „very good“)

## Student Assistant Jobs

WT 2007/2008 - ST 2008	Student assistant at company innoQ, Ratingen <ul style="list-style-type: none"><li>● Master thesis and assistant for bid proposal management and technology research</li></ul>
WT 2004/2005 and WT 2005/2006	Student assistant <ul style="list-style-type: none"><li>● Corrector for weekly student worksheets for courses computer science 1 and 3</li></ul>
WT 2003/2004 - ST 2004	Student assistant at professorship for computer networks <ul style="list-style-type: none"><li>● Assisting development of network protocols in network simulator „ns-2“</li></ul>

## Student Representative

WT 2007/2008 - ST 2008	Student representative to the board of examiners for the computer science master program
WT 2002/2003 - ST 2008	Member of student representatives for computer science (Fachschaftsrat Informatik) <ul style="list-style-type: none"><li>● Student mentoring</li><li>● Tutor activities</li><li>● Organisation of various events</li></ul>