

Curriculum Vitae

Personal Data

Gerald Schenke
born on 21 February 1982 in Düsseldorf, Germany

Professional Experience

- | | |
|-----------------------|---|
| June 2018 – today | Junior Gameplay Programmer
Ubisoft Blue Byte GmbH , https://www.bluebyte.com/ |
| Jan. 2011 – Sep. 2015 | Software-Developer (Professional/Experienced)
7P Solutions & Consulting AG , http://www.7p-group.com <ul style="list-style-type: none">Development and Maintenance of Java Enterprise Projects for Telecommunication Backend Configuration Management as Lead-Developer or Scrum-Master |
| Oct. 2008 – Dec. 2010 | Java Developer (Entry Level)
PSI Transcom GmbH , http://www.psitrans.de <ul style="list-style-type: none">Maintenance of Java Enterprise Projects for Telecommunication Backend Configuration Management |

Hobby Projects (one day per week)

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

Skills

- | | |
|-----------------------|--|
| Languages | German – native language
English – fluent |
| Programming Languages | Very good knowledge in Java, C++
Good knowledge in C#, SQL, Python/Jython, bash-scripting
Basic knowledge in javascript, groovy, php, ruby |
| Tools | Visual Studio 2015, VS code Unreal (4.18), Unity (5.6)
Eclipse Gimp 2
subversion, git, mercurial JIRA, Confluence, Redmine
ant, maven, gradle Jenkins/Hudson, Sonar |
| Certificates | Professional Scrum Master (PSM I / scrum.org / 12.1.2012)
Professional Scrum Developer (PSD I / scrum.org / 21.3.2012) |

Personal Interests

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

Education

WT 2015/2016 – ST2018	Cologne Game Lab – TH Köln Master Program Game Development and Research Masterthesis: „The Design Space of Interactive Live Stream Gaming: A Theoretical and Practical Investigation“ Degree: M.A. (Grade „very good“)
WT 2006/2007 – ST 2008	Heinrich Heine University Düsseldorf Master Program Computer Science Emphasis: mobile communication Masterthesis: „Java EE vs Ruby on Rails – Analyse und Vergleich anhand einer praxisnahen Beispielanwendung“ Written with coaching from company innoQ, Ratingen Degree: M.Sc. (Grade „very good“)
WT 2002/2003 – ST 2006	Heinrich Heine University Düsseldorf Bachelor Program Computer Science Emphasis: computer networks, database systems Bachelorthesis: „Web-Plattform zum Information- saustausch über wissenschaftliche Veranstaltungen“ Degree: 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">● Master thesis and assistant for bid proposal management and technology research
WT 2004/2005 and WT 2005/2006	Student assistant <ul style="list-style-type: none">● Corrector for weekly student worksheets for courses computer science 1 and 3
WT 2003/2004 - ST 2004	Student assistant at professorship for computer networks <ul style="list-style-type: none">● Assisting development of network protocols in network simulator „ns-2“

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">● Student mentoring● Tutor activities● Organisation of various events