

Personal Information:

Name: Malte Langkabel, BA, BSc

Address: Urstein Süd 3-5 U206
5412 Puch Urstein
Austria

E-Mail: malte.langkabel@gmail.com

Homepage: www.nebucryfar.de

Nationality: German

Education:

since 2013 Salzburg University of Applied Sciences
MultiMediaTechnology, Master of Science in Engineering
Major: Augmented Reality and Game

2009 - 2013 Salzburg University of Applied Sciences
MultiMediaTechnology, Bachelor of Science in Engineering
Major: Augmented Reality and Game

2009 - 2013 Salzburg University of Applied Sciences
MultiMediaArt, Bachelor of Arts in Arts and Design
Major: Computer Animation

1999 - 2008 Hiltrup Kardinal-von-Galen Gymnasium
Secondary School

Working Experience:

2012 Daedalic Entertainment
Blackguards
Internship, Graphics and effect programming

2010 - 2011 Salzburg University of Applied Sciences
MultiMediaTechnology, Department of basic sciences
Correction of student's assignments

2007 Animation Arts Creative
Geheimakte 2, Department of art
Internship, 3D modeling and texturing

Projects:

- | | |
|------------------|---|
| 2011 - Sidelives | A third-person-action-game. Created with the Unreal Engine. (shader programming) |
| 2011 - Graviator | A first-person-multiplayer-shooter. Written in C++ using Ogre3D. (concept & code) |
| 2010 - Tablepong | Air Hockey like implementation of Pong for a multitouch table with a decent AI. Implemented in Actionscript 3. (concept & code) |

Awards:

- | | |
|------|---|
| 2013 | Won the "Most Promising Product"-Award at the RPC Cologne. |
| 2010 | Awarded with the "Leistungsstipendium", a merit scholarship of the Austrian Federal Ministry for Education, Arts and Culture. |

Development Skills:

- knowledge of object oriented programming
- programming languages:
 - C++, C#, Objective-C, Javascript, ActionScript 3 and Delphi
- knowledge of OpenGL, GLSL and the Rendering-Pipeline
- engines / frameworks:
 - Unity, Unreal Development Kit, Ogre3D, OpenFrameworks, Cinder, Cegui
- graphics design an 3D production with:
 - Adobe Photoshop, Autodesk Maya, Autodesk 3ds Max and Nuke
 - Maya Expressions and Maya Embedded Language
- knowledge of several rendering- and optimization techniques:
 - Ray Tracing, Radiosity, Depth and Stencil Buffer,
 - Binary Space Partitioning and Quadtrees
- version control with TortoiseSVN
- experience in working on projects in teams
 - Sidelives (20 members), Graviator (9 members)