

# Gero Gerber

Game Programmer

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<http://www.gerogerber.de>



## **Games I worked on:**

Assassin's Creed Identity

Splinter Cell: Blacklist

The Settlers of Tandria

The Settlers 7

BattleForge

SpellForce 2 - Dragon Storm

SpellForce 2 - Shadow Wars

ANSTOSS Action

## **Education:**

Computer Science (Diplom-Informatiker FH)

Dortmund, 27 February 2015

## Work Experience

- 03/2015 – present **InnoGames GmbH**, Senior Software-Engineer  
Working on a not yet announced mobile game.
- 07/2013 – 02/2015 **Ubisoft Blue Byte GmbH**, Senior Software-Engineer  
Worked on Assassin's Creed Identity for iOS and Android.  
Responsible for developing the Animation-System, Game-Logic and iOS optimization.
- 05/2011 – 07/2013 **Ubisoft Toronto Inc.**, Senior Software-Engineer  
Presentation Programmer on 'Splinter Cell: Blacklist'. Responsible for technical design, implementation and optimizations of User Interface System for Windows, Xbox 360 and PlayStation 3.
- 10/2009 – 04/2011 **Ubisoft Blue Byte GmbH**, Senior Software-Engineer  
Lead Software-Engineer on 'The Settlers of Tandra' for iOS.  
Online Software-Engineer on 'The Settlers 7'. Responsible for implementation, optimization and maintenance of client-/server functionality.
- 08/2006 – 09/2009 **Electronic Arts (EA Phenomic)**, Lead Software-Engineer  
Lead Software-Engineer of 'BattleForge' Live-Team. Responsible for extending and maintenance of client-/server functionality after Release. Responsible for implementation and optimization of client-/server functionality. Responsible for User Interface System, including Tools and connection to Game-Logic.
- 09/2004 - 08/2006 **Phenomic Game Development**, Software-Engineer  
Worked on 'SpellForce 2: Shadow Wars' and 'SpellForce 2: Dragon Storm'. Responsible for implementing the User Interface System und connection to Game-Logic. Developed online components for Multiplayer matches.
- 02/2003 - 08/2004 **3tn Industriesoftware GmbH**, Software-Engineer  
Developed transportation system for ThyssenKrupp Steel AG in Duisburg for controlling fully automated vehicles for transport and loading of coils. Responsible for implementing a client-/server system for 24/7 usage and an availability of over 99%.
- 10/2000 - 04/2001 **Ascaron Entertainment GmbH**, Software-Engineer (Intern)  
Internship as Software-Engineer on soccer game 'ANSTOSS Action'. Responsible for implementing Training-Scenarios and responsible for maintenance and optimization of Reporter-Logic.

## **Publications**

03/2010

### **Game Programming Gems 8**

Adam Lake (Author), Course Technology PTR, 2010  
ISBN10 1584507020

'A Flexible User Interface Layout System for Divergent  
Environments'

## **Education**

09/1999 - 11/2002

Computer Science, University of Applied Sciences and Arts,  
Dortmund (FH Dortmund)

## **Skills**

Programming  
Languages:

C/C++ – C# – Objective-C

Frameworks:

Unreal Engine – Unity 3D – Cocoa Touch – Win32 – .NET –  
DirectX – OpenGL – Qt – STL – Scaleform

Tools:

Visual Studio – Xcode – Perforce – PIX – JIRA – Flash CS

Platforms:

Windows – Xbox 360 – PlayStation 3 – iOS – Mac OS X

Languages:

German (native language) – Englisch (fluent)