

Gero Gerber

Game Programmer

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<http://www.gerogerber.de>

Games I worked on:

Undisclosed Mobile Game

Assassin's Creed Identity

Splinter Cell: Blacklist

The Settlers of Tandra

The Settlers 7

BattleForge

SpellForce 2 - Dragon Storm

SpellForce 2 - Shadow Wars

ANSTOSS Action

Education:

Computer Science (Diplom-Informatiker FH)

Dortmund, March 15, 2018

Work Experience

- 03/2015 – present **InnoGames GmbH**, Senior Software-Engineer
Working on an undisclosed mobile game with Unity for iOS and Android. Responsible for Tools and iOS.
- 07/2013 – 02/2015 **Ubisoft Blue Byte GmbH**, Senior Software-Engineer
Worked on Assassin's Creed Identity with Unity for iOS and Android. Responsible for developing the Animation-System, Game-Logic and iOS optimizations.
- 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

- 04/2018 **Medium**
Xcode Instruments Points of Interest with Unity
<https://medium.com/@gerogerber/points-of-interest-profiling-unity-with-xcode-instruments-cd2634ce704c>
- 01/2018 **Mac & i** (heise)
Using ARKit with iOS 11
<https://shop.heise.de/katalog/mac-i-1-2018>
- 02/2017 **Mac & i** (heise)
iOS 10 Notifications Framework
<https://shop.heise.de/katalog/mac-i-2-2017>
- 03/2010 **Game Programming Gems 8** (Course Technology PTR)
A Flexible User Interface Layout System for Divergent Environments
<https://www.amazon.com/Game-Programming-Gems-Adam-Lake/dp/1584507020>

Education

- 09/1999 - 11/2002 Computer Science, University of Applied Sciences and Arts, Dortmund (FH Dortmund)

Skills

- Programming Languages: C#, C/C++, Swift, Objective-C
- Frameworks/Engines: Unity, iOS SDK, .NET Framework, DirectX, OpenGL
- Tools: Xcode, Visual Studio, Git, Perforce, PIX, Instruments, JIRA
- Platforms: iOS, Android, macOS, Windows, Xbox 360, PlayStation 3
- Languages: German (native language), Englisch (fluent)