

Peter Christoph Melchart,
* September 23, 1970; Vienna, Austria
www.melchart.com, peter@melchart.com
+43-676-5268334, Skype: fabricci

Curriculum Vitae
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Skills Summary

Software development in C++, Python, Java, PHP, Javascript, Lua (incl. C++ bindings), Assembler (80x86, 68000), Pascal, MODULA 2, Regular Expressions, XML, XLST, XML-FO, (X)HTML, (my)SQL, OpenGL, 3dfx-GLIDE;
Agile development: XP, SCRUM, test driven/feature driven development; Patterns;
Fluent in German and English.
Team leading skills.

Education

Primary school, high school,
HTL Wien 22 „Computer science and management” (1986-1992),
4 years computer science at TU-Vienna with focus on graphics programming (1992-1996)

Experiences

Internship at Philips (1986)
Internship at Siemens (1987)

1993 - 1995 freelancer at *neo Software*

Projects:

- 2D gfx library for *Der Clou* (PC)
- 3D-engines for *Whale's Voyage II* (PC)
- Studio music for *Prototype*

9-1996 - 9-1998 VR programmer at *Reality 2*

Projects:

- VR-Station *CyberBike*; one of the first installations at the AEC (Ars Electronica Center) in Linz.
- *Tiepolo*, a cross platform (PC-NT/95, SGI-Unix, PC-Linux), cross API (OpenGL, 3dfx-GLIDE) 3d library with extended features like network layers, IO library for ie joystick and tracker support
- Arcade game *Flying Aces II* for *Cybermind AG*
- Flight simulator for *AMST* (“Austria Metall und Simulations-Technik”)

9-1998 – 7-2006 Senior Programmer at *neo Software* (later bought *Rockstar Games* and renamed to *Rockstar Vienna*)

Projects:

- *Rent-A-Hero* (PC) : Game play/Engine programming
- *Völker 1/The Tribes* (PC): Sound FX
- *Was'n überhaupt los ?* (cancelled) (PC): engine/game play programming
- *Clou 2/The Sting* (PC): game play/engine programming
- *TaskView Pro* – web based task/project management tool: lead programming
- *DNC – Duke Nukem Classic* (cancelled) : game play/tools programming
- *Max Payne 2* - PS2/ Xbox: 3d-engine and game play programming.
- *Manhunt 2* – PS2/Xbox: programming with focus on graphics and AI (Xbox version was later cancelled)

11'2006- Senior/Lead Programmer at Xendex Holding GmbH

Projects:

- *4Wheels Extreme*: Brew/C++ version incl. efficient 3d software render
- *BEEZZZ*: lead programmer leading a 5 programmers team incl. porting the game onto 70+ devices.
- *Crash Car Mania*: lead programmer leading a 5+ programmers team incl. porting the game onto 100+ devices (2d and 3d version)
- Tools programming (ie creating an XSI tool chain)

Private projects:

- *DocWell*: a web based document revision system
- [*Personal Reminder*](#) a personal calendar application
- [*www.newzsearch.com*](http://www.newzsearch.com): a usenet search engine
- [*Personal Notepad*](#): a personal information tool
- [*SkiL*](#): a program launcher application.
- Countless web projects.