

Peter Christoph Melchart

* September 23, 1970; Vienna, Austria

<http://www.melchart.com>, peter@melchart.com

+43-676-5268334, Skype: fabricci

Curriculum Vitae

last updated Nov. 25, 2010

Skills Summary

- Software development in C++, Python, Java, PHP, JavaScript, Lua, Regular Expressions
- Techniques: 3D (OpenGL, Software Rendering), Game play programming, AI, Databases (SQL); Web: Python (Django and own custom web engine), JavaScript (JQuery and hand made), CSS3
- Obsolete Technologies: Assembler (80x86, 68000), Pascal, MODULA 2, 3dfx-GLIDE; COBOL
- Platform experience: Windows, Android, Web, J2ME, Windows Mobile, Xbox, PS2
- 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 by *Rockstar Games* and renamed to *Rockstar Vienna*)

Projects:

- Rent-A-Hero (PC) : Game play/Engine programming
- Völker 1/The Tribes (PC): Sound FX
- Cancelled PC title based on the Rent-A-Hero engine: engine/gameplay programming.
- Clou 2/The Sting (PC): game play/engine programming
- TaskView Pro – the internal web based task/project management tool: lead programming
- A fps based on a *forever* popular brand (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- 12'2010 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)
- iShoot: lead programmer for the conversion from the iPhone version to J2ME, Android, Windows Mobile, Blackberry (some 600 devices)
- Galaga: *Boss* programming
- Red Bull Championship BC One: *Guitar Hero*TM like music game for iPhone and Android
- Tools programming (ie creating an XSI 3D tool chain)

Private projects:

- DocWell: a web based document revision system - closed
- Personal Reminder a personal calendar application
- www.newzsearch.com: a usenet search engine - closed
- Personal Notepad: a personal information tool
- SkiL: a program launcher application.
- Countless web projects.
- Various Android apps, eg.
 - MyFlag – a flag application using cloth simulation
 - Various Live Wallpapers: JellyFish Live Wallpaper, Flying Santa Live Wallpaper, Wild Flowers Live Wallpaper – see www.mecasa-software.com