

# Christian Mayr, M. Sc.

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## Work Experience

<b>11/2017 – present</b>	<b>Shareholder and Developer</b>	<b>Alphaport OG, Bruck-Waasen, Austria</b>
	Digital Signage and App-Development	
<b>07/2015 – 10/2017</b>	<b>Web Developer</b>	<b>pixelart, Elsbethen, Austria</b>
	Finalization of various web projects implemented in Java (Adobe Experience Manager) and Node.js with Amazon Web Services	
<b>12/2012 – 10/2013</b>	<b>Web Developer</b>	<b>Freelancer</b>
	Implementation and design of various Websites based on HTML and jQuery	
<b>08/2012 – 09/2012</b>	<b>Android Developer Intern</b>	<b>Sony DADC, Anif, Austria</b>
	Responsible for development of a testing framework allowing generation and execution of automated test cases for Android DRM	
<b>08/2011 – 11/2011</b>	<b>Software Developer Intern</b>	<b>Metaversum, Berlin, Germany</b>
	Maintaining and enhancing features for the online game Twinity in Python	
<b>10/2005 – 10/2009</b>	<b>Software Developer</b>	<b>TAB Austria, Ansfelden, Austria</b>
	Responsible for development and support of over 15 casual games for Silverball- and Fun4Four-Touchdevices using C++ and internal frameworks Tight integration of graphics and sounds within given hardware restraints	
<b>09/2004 – 09/2005</b>	<b>Compulsory Paid Community Service</b>	<b>Lebenshilfe, Linz, Austria</b>
	Assistance to direct-care workers for the disabled Organizing the workflow in sheltered workshops	

## Education

<b>10/2012 – 02/2015</b>	<b>Salzburg University of Applied Sciences</b>	<b>Salzburg, Austria</b>
	Master of Science in Engineering, Degree Program: Multimedia Technology	
<b>08/2013 – 12/2013</b>	<b>Ajou University</b>	<b>Suwon, South Korea</b>
	Exchange Semester, Major: Digital Media	
<b>10/2009 – 06/2012</b>	<b>Salzburg University of Applied Sciences</b>	<b>Salzburg, Austria</b>
	Bachelor of Science in Engineering, Degree Program: Multimedia Technology	
<b>09/1999 – 06/2004</b>	<b>Higher Technical College of Informatics</b>	<b>Leonding, Austria</b>
	Equivalent to A levels/high school diploma Graduated with honors	

## Qualifications

<b>Languages</b>	German (native), English (fluent), Korean (basic)
<b>Programming Languages</b>	JavaScript, C++, C#, Java
<b>Frameworks</b>	Node.js, React, Amazon Web Services, Adobe Experience Manager, Unity, XNA, MonoGame, Android SDK, Windows Phone SDK, OpenGL, OpenCV
<b>Excellent Skills</b>	Object Oriented Programming, Software Engineering
<b>Other Skills</b>	Scrum, Creative Writing, Acting

## Interests and Activities

I enjoy playing videogames, reading dozens of various books, writing short stories, watching Asian and European arthouse movies, acting and everything connected to dinosaurs.