Alexander Markus Pippan

9020 Klagenfurt

Austria

Tel +43 (0) 699 12783984

hello@alexanderpippan.at

www.alexanderpippan.at

Profile

Date of Birth	25th November 1985
Nationality	Austria

Experience

February–November, 2012 **Freelancer Alpen-Adria-Universitaet Klagenfurt**

Production of web video clips featuring events, insights and lectures.

June–July, 2009–2011 **Freelancer Braintrust GmbH, Vienna**

Development of a live/on-demand flash video player. Development of a web application for the Industriellenvereinigung. Design of several video portals. Consulting, animation and compositing for several clips at warumsparen.at.

February–June, 2009 **Internship at Braintrust GmbH, Creative Department, Vienna**

Development of casual games and applications using ActionScript. Design of websites and editing of video clips. Monitoring of live-video-streamings.

July–August, 2007 **Web Developer, University of Applied Sciences Carinthia, Klagenfurt**

Programming addons for the management software aCTIons using Java Servlets.

July, 2004 **Web Developer, Siemens addIT, Klagenfurt**

Design and development of a web based Project Management Office using Java Servlets and Java Server Pages.

Education

2009–2012 Master course Digital Arts, University of Applied Sciences Upper Austria, Campus Hagenberg

2006–2009 Bachelor course Media Technology and Design, University of Applied Sciences Upper Austria, Campus Hagenberg

2005–2006 Military Service FMB I, Villach

2000–2005 Polytechnic Institution of Higher Education HTBL Moessingerstraße, Klagenfurt, Technical Informatics and Internet Engineering

Projects

2011–2012	**Master Thesis: User-Generated Content in the Context of User-Interfaces of In-Game Editors, Project: Little Long Finger**
	Which aspects of games user interfaces can be used to create fun editors and therefore make the creation of UGC more joyful?
2010–2011	**Skydive Santa (Developer, Designer)**
	A casual game for iOS.
2009–2010	**Wachkoma (Director of Photography)**
	A filmlet produced during the master course Digital Arts. Filmed with Red One.
2007–2008	**Pixicious – Web Community (PHP, MYSQL)**
	An Adobe Flash based online community with creative aspects.
2003–2005	**MI:New Dawn Bare Island (Leveldesign)**
	A new level created for the total conversion MI:New Dawn based on Max Payne 2. Winner of the Best new Dead Man Walking Level Contest awarded by Rockstar Games New York.
2001–2006	**Author und Webmaster MPM (Webmaster)**
	Webmaster and content creator of the Max Payne 2 development page.
1999–2002	**Half-Life Maps (Leveldesign)**
	Several level design projects based on the Half-Life engine.

Skills

Languages	German (native), English (C)
Operating Systems	Windows (C), Linux (A), Mac OS X (B)
Software	Autodesk Maya (B), Pixologic ZBrush (A), 3D Studio Max (A), Adobe Creative Suite (C), Apple Logic (A), Microsoft Office (C), Avid Xpress (A)
Game Engines	Quake based Engines (B), MaxFX1 (D), MaxFX2 (D), Unity3D (B)
Programming Languages and Frameworks	C++ (B), C# (B), OpenGL (A), Java (C), Java Servlets (B), JSP (B), PHP (C), ActionScript (C), HTML (C), CSS (C), JavaScript (B), MYSQL (B), jQuery (A)

A beginner | B advanced | C proficient | D expert

Interests

Ultimate Frisbee, Basketball, Classic Rallyes, Photography, Sailing