

Curriculum Vitae

Personal Details

Name: Daniel Dewald
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Nationality: German
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Employment History

- November 2023 – Today **Drägerwerk AG & Co. KGaA** (*Full time*)
- Software Engineer (Medical Lights & Video)
- June 2019 – October 2023 **SevenCs GmbH** (*Full time*)
- Software Developer C++ (Maritime Software)
- March 2018 – May 2019 **enfore AG** (*Full time*)
- Systems Developer (Linux, C++)
- Mai 2016 – February 2018 **InnoGames GmbH** (*Full time*)
- Software Developer (Unreal Engine 4 & Unity3D)
- February 2014 – April 2016 **Deep Silver Fishlabs** (*Full time*)
- Graphics Programmer
 - Game Programmer
 - Build Engineer
- December 2011 – August 2013 **Ticking Bomb Games GmbH** (*Full time*)
- Game Programmer (Unity3D)
- May 2011 - October 2011 **EA Phenomic** (*Internship*)
- Software engineer (Tools)

- August 2004 – October 2010 **iks GmbH** (*August 2008 – August 2009 Full time*)
- Software engineer, Network / Linux specialist
- August 2003 - October 2003 **iks GmbH** (*Internship*)
- Software engineer, Linux specialist
- August 2000 – August 2001 **F+W Dillingen** (*Internship*)
- Hard- & Software administrator

Educational History

- 2004 – 2011 **University of applied Sciences Trier**
- Bachelor of Science (Computer Science)
- 2000 – 2003 **Technical college Völklingen**
- Advanced technical college entrance qualification
- 1994 – 2000 **Comprehensive school Losheim am See**
- General Certificate of Secondary Education
- 1990 – 1994 **Primary school Konfeld**

Skills and Achievements

Languages (written and spoken):

- *Native:* German
- *Fluent:* English

Voluntary involvements:

- **VDST** (Verband Deutscher Sporttaucher) (2014 - today)
 - DOSB Trainer-B (diving)
 - SCUBA Instructor Level 2 (ISO 24802-2)
 - Advanced Nitrox Instructor
- **Fachschaftrrat Informatik FH-Trier** (2004-2006)
 - *Administration of the fsi's IT infrastructure*
- **Game Development Interest Group FH-Trier** (2000 - 2011)
 - *Developer (Network, Game Logic, Graphics)*

Programming Languages:

- *Expert:* C / C++, Bash Script, GLSL
- *Advanced:* Java, HLSL, C#, Delphi
- *Basics:* Visual Basic / VBA, PHP, F#, Objective-C, Python

Programming related Skills:

- OpenGL / Direct X
- Unreal Engine 4
- GIT (+ LFS) / SVN / Perforce
- Qt Framework
- Unity3D
- iOS / Android NDK & SDK
- Fastlane / iOS & Android release

Specialized Skills:

- Platform independent software development
- Embedded development
- Firewall systems (iptables)
- System monitoring (Nagios)
- Virtualization using KVM / Qemu

Network Skills:

- TCP/IP-Stack
- Firewall systems
- Network monitoring systems
- VPN systems
- Wireless ISP access nodes & backbone

Specialized IT Skills:

- Hudson / Jenkins Continuous Integration & Deployment
- IT-Security
- Hardware analysis and installation
- End User Support
- Database administration, ERM & SQL

Other Skills:

- Full European driving license
- Certified First Aider (DGUV §26)

Project involvements:

- **unreleased product** (*Drägerwerk AG & Co. KGaA, Software Engineer*)
- **eGlobe** (*SevenCs GmbH, Software Developer C++*)
- **enfore POS** (*enfore AG, Systems Developer*)
- **Sunrise Village** (*InnoGames GmbH, Software Developer*)
- **Gates of Epica** (*InnoGames GmbH, Software Developer*)
- **Dead Island™ Survivors** (*Deep Silver Fishlabs, Build Engineer*)
- **Galaxy on Fire™ 3 - Manticore** (*Deep Silver Fishlabs, Game Programmer*)
- **Kartuga** (*Ticking Bomb Games, Game programmer*)
- **Command & Conquer™ Alliances** (*EA Phenomic, Tools development*)
- **Lord of Ultima™** (*EA Phenomic, Tools development*)
- **Displacement Mapping in Direct X 11** (*Tessellation and Compute Shader*).
- **Single sign on and alarm control using smart-cards** (*University project*)

Leisure Activities

In my spare time I enjoy diving, giving diving lessons as instructor, photography, hiking, and rock climbing. Furthermore I enjoy mixing Cocktails for my friends and colleagues and also like a good challenge in a nice game of chess.