

Terence Kuederle

Dipl.-Medieninf. FH (equivalent to MSc Media Computer Science)
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Date of Birth: 4th August 1977

FULL STACK PROGRAMMING SKILLS

| | |
|------------------------------|------------|
| iOS / Objective-C / SWIFT | ★★★★★★★★★★ |
| PHP | ★★★★★☆☆☆☆ |
| TypeScript / JS / HTML / CSS | ★★★★★★★★★★ |
| Android / Java | ★★★★★☆☆☆☆ |
| C++ | ★★★★★★★★☆☆ |
| MySQL | ★★★★☆☆☆☆☆☆ |

Main Focus

- UI Development / React Native / Cocoa / Bootstrap / QT etc.
- Web Frontend Development / React.js / JQuery / etc.
- Model Development / CoreData / SQLite / Redux / MobX etc.
- Backend Development / Firebase / Web Scraping / etc
- Games Development / Open GL / Direct X / Cocos2D / etc.
- Computer Animation / Maya / 3D Max / etc.

PRODUCTION SKILLS

| | |
|--------------------------------------|------------|
| Jira / plan.io / Trello / Confluence | ★★★★★★★☆☆☆ |
| GIT / SVN / CVS / Accurev | ★★★★★★★★★★ |
| Jenkins / Appcenter / Buddybuild | ★★★★☆☆☆☆☆☆ |
| Mac OS / Windows / Linux | ★★★★★★★★☆☆ |
| Photoshop / Premiere / Illustrator | ★★★★★★★★★★ |
| Reason / Live / Wavelab | ★★★★★★★★☆☆ |

Main Focus

- Agile Project Management / Scrum / Kanban / etc.
- Tech Leadership / Talent and Process Development / etc.
- Project Management / Resource Planning / Strategy / etc.
- Startup Consulting / Budgeting / Concept / Risk Analysis / etc.
- Graphic Design / Mobile / Website / Print / etc.

SUMMARY

- More than **fourteen years** of senior software engineering experience.
- Excellent **team player**, interested in **troubleshooting, problem solving** strategies and **overseeing** all phases of software development lifecycles.
- An **effective leader** towards successful project and organizational accomplishments.
- Expertise in current and **emerging trends** and techniques.
- Great communication skills with both **technical** and **non-technical** project stakeholders.

EDUCATION

- University of Applied Sciences Wedel
 - Diplom Medieninformatik
- City Varsity School Cape Town
 - Diploma Multimedia Design and Production
- Abitur

LANGUAGES

| | |
|---------|------------|
| German | ★★★★★★★★★★ |
| English | ★★★★★★★☆☆☆ |
| French | ★★★★☆☆☆☆☆☆ |

NOV 2018 -

LunchNow App

React Native Developer, consultant (Independent Contractor)

Development of a Restaurant App.
Focus on Typescript, MobX, Firebase

Tierpuzzle App
React Native Game App for Toddlers

Concept, Design, Sound, Development
Focus on React Native, Typescript, In-App Purchases

AUG 2018 -

APR 2018 - NOV 2018

Hanseatic Bank

React Native Developer, consultant (Independent Contractor)

Development of a Banking App.
Focus on Typescript, ES6, Redux

Askreddit App
React Native App

Concept, Design, Development of an Android App
Focus on React Native, Javascript ES6, CSS, HTML

MAY 2017 - DEC 2017

AUG 2016 - APR 2018

Picue

Mobile Developer, startup consultant (Independent Contractor)

Development of Social Network App, consultancy.
Focus on SWIFT

Yoints GmbH
Senior Lead Software Developer / CTO (since FEB 2016)

Concept, Strategy, Leadership, Design, Development
Focus on Objective-C, iBeacons, Project Management

SEP 2014 - JAN 2018

JUN 2014 -

Eine Nacht Frei iPhone App
Come Closer iPhone App
Selfie Remote iPhone App

iOS Developer, PHP/Java Backend Developer

Concept, Design, Development of an iPhone App.
Focus on Objective-C, SWIFT, Java and PHP

Innogames
Mobile Developer (Independent Contractor)

Development of Mobile App of browser-based game.
Focus on iOS, UI Kit and Cocos2D

SEP 2013 - JUN 2015

AUG 2013 -

Ein Tag Frei iPhone and Android App
Wordburner iPhone App
iOS and Android Developer

Concept, Design, Development of an iPhone and Android App.

Dreamworks Animation (USA)
Imaging and Compositing Engineer (Employee)
Render and Light Engineer (Employee and Independent Contractor)

Compositing and next generation light software development (C++, QT, Open GL)

APR 2009 - MAY 2013

MAY 2007 - JUN 2008

Bongfish Entertainment (Austria)
Console Games Developer (Employee)

Game engine-development (C++), port of multiplatform game ("Stoked") to XBOX360

The Global Draw (Austria)
Games Engine Developer (Employee)

AUG 2006 - APR 2007

OCT 2005 - JUL 2006

Rockstar Vienna, Rockstar Games (Austria)
Technical Artist (Employee)

Filmakademie Baden-Württemberg, Institute of Animation
R&D Programmer (internship, diploma thesis, freelancer)

FEB 2004 - MAY 2005

OCT 1999 - FEB 2003

Neteye^{oo} GmbH
Web Developer (Side job)

Fork Unstable Media GmbH
Java Programmer, Web Developer (internship)

MAR 1999 - SEP 1999

OCT 1998 - FEB 1999

informedia GmbH
Web Developer (internship)