Michael Legner
Passionated Software Developer

Profile

Dedicated software developer with focus and desktop front end development. Experience in implementing and designing interface for PC and game consoles. Passionate about everything engineered. Always eager to learn and improve to create the best product possible.

Experience

Software Developer - Carl Zeiss SMT GmbH, Oberkochen

since September 2023

• Internally used application

• C#, ASP.NET, WPF, Git, Azure DevOps

Programmer - Gaming Minds Studios, Gütersloh

September 2020 - August 2023

• Port Royale 4 - Buccaneers DLC: GUI programming

• Railway Empire 2: GUI and gameplay programming

• Custom Engine, UI Framework and Tools for multi-platform game development

• Feedback on Game Design

• Programming and Design of interfaces for both PC and Consoles

• Working in small development team (8 programmers) with designers and artists

• Technologies: C++, Visual Studio, SVN, Jira

Sabbatical

January 2020 - August 2020

Sabbatical for job reorientaion

• Game engine prototype with procedural level generation

• Core Technologies: C++, OpenGL, GLSL, Visual Studio, Git

• Project page https://m-legner.de/projects/3-pcg-fps

Software Developer - Carl Zeiss Industrial Metrology, Oberochen

May 2015 - December 2019

• Software developer specializing in front end development

Personal Information

michael@m-legner.de
www.m-legner.de

in mlegner-dev

Professional skills

C++

C#

WPF

Git

Visual Studio

Project Management

Jira

Team Foundation Server

Languages

German
Native

English
Fluent

Certifications

• TOEFL IBT 108/120

• iSQAB Certified Professional for Software Architecture Foundation Level

Experience

- working in small teams (~5 developers plus testers) together with other, similar sized teams

- regular interaction with other stakeholders

- agile developlemt process based on Scrum and Nexus framework

- Technologies: C#, WPF, C++/CLI, C++, Team Foundation Server

Education

Masters Degree in Media Informatics - Ulm University, Ulm

Ocotober 2012 - April 2015

Thesis: Exploration of Techniques for Procedural Content Generation of Levels in Serious Games

The goal of the thesis was to explore common techniques for procedural content generation and build a library to be used in future student projects.

As platform, the Unity3d Engine was chosen. Even though Version 5 was released shortly before finishing the thesis, the code is written for Version 4. The library is written in C# to ensure compatibility with the free version of Unity.

A small demo project was developed to showcase the techniques. It consists of three environments: landscape, cave and dungeon.

Bachelor in Computer Science - Aalen University, Aalen

October 2007 - May 2012

Thesis: "Entwicklung eines alternativen Bedienkonzeptes für eine Messapplikation im Werkstattumfeld" (Development of an alternative user interface concept for metrology application in the workshop).

The thesis was done in cooperation with holometric technologies GmbH, a subsidiary of Carl Zeiss IMT.
The goal was to develop a UI concept for a metrology application used by workes not specifically trained in metrology. Therefore, the UI has to be simple and intuitive for common metrology tasks.

References

Stephan Rieger - Carl Zeiss IMT

stephan.rieger@zeiss.com   -

Department Head

Kay Struve - Gaming Minds Studios

kay.struve@gamingmindsstudios.com   -

Technical Director