

Andreas LENZHOFER



Competences

Rapid Prototyping	■	■	■	■	■
Interdisciplinarity	■	■	■	■	■
Gameful Design	■	■	■	■	■
UI/UX Design	■	■	■	■	■
User Centred Design	■	■	■	■	■
Game Design	■	■	■	■	■
Software Engineering	■	■	■	■	■

Programming Skills

Java	■	■	■	■	■
C#	■	■	■	■	■
Javascript	■	■	■	■	■
HTML / CSS	■	■	■	■	■
C++	■	■	■	■	■
Python	■	■	■	■	■
Kotlin/Scala	■	■	■	■	■

Frameworks & Tools & OS

Unity 3D	■	■	■	■	■
yFiles	■	■	■	■	■
ArcGIS SDK	■	■	■	■	■
ArcGIS Enterprise	■	■	■	■	■
Linux Administration	■	■	■	■	■

Graphic Skills

Photoshop	■	■	■	■	■
Illustrator	■	■	■	■	■
Indesign	■	■	■	■	■
Premiere	■	■	■	■	■
After Effects	■	■	■	■	■
Maya Blender	■	■	■	■	■
Paper & Pencil	■	■	■	■	■

Languages

German (native)	■	■	■	■	■
English	■	■	■	■	■
Italian	■	■	■	■	■

WORK EXPERIENCE

02/2018 - present

Researcher

LBI ArchPro, Vienna

Projects: HMC+, ArcGIS Add-In, ArcGIS Enterprise
Development of a tool for spatiotemporal reasoning in archaeology. Development of Add-In for ArcGis Pro.

01/2015 - 12/2017

Researcher

VrVis, Vienna

Project: Harris Matrix Composer Plus
Development of a tool for spatiotemporal reasoning in archaeology. User Centred Design, UX/UI
Addin for ArcGis ArcMap, Developed in Java and C#

07/2013 - 10/2014

Project Assistant, HCI Group

University of Technology, Vienna

12/2013 - 10/2014

Project: Mirror, Rehabilitation games for physical therapy; Game design and implementation of game prototypes in Unity3D with Kinect SDK, Mock-ups and interaction design of a mobile app in HTML5 and JS

07/2013 - 11/2013

Project: ÖBB - "Arbeiten in der Rückfallebene nach risikobasiertem Ansatz"
Researching impact of automation on work load of dispatchers; Qualitative Interviews, Evaluation

02/2013 - 04/2013

Software and Game Developer

Platogo Interactive Entertainment GmbH, Vienna

Extension for music-based social game YourTurn!
Development of a password manager in Ruby on Rails

10/2010 - 08/2012

Freelance Programmer and UI Developer

Embedded Software Engineering e.U., Vienna

Rapid prototyping and development of a Flash GUI simulator for a medical prototype

08/2006 - 07/2009

UI/UX Designer and Developer

Advanced Technology Solutions, Vienna

UI/UX Design and implementation of a GUI for a HD set-top box, creation of user manuals and website

EDUCATION

04/2010 - 09/2013

Master in Media Informatics, TU Vienna

Pass with distinction
Master Thesis: Theory and Practice of Gamification in the IIASA Geo-Wiki Project
Main Advisor: Prof. Peter Purgathofer

09/2003 - 04/2010

Bachelor in Media Informatics, TU Vienna

Specialization in Game Design
Bachelor Thesis: Humor in Computer Games