

COMMON INFORMATION

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OBJECTIVES

I would like to continue to develop real-time / interactive entertainment / simulation software - for artistic, research or commercial projects. I would like to be part of a dynamic, creative and dedicated team - to collaborate with talented people with equal motivations, so everybody can learn from each other. I highly value it when companies put an emphasis on staff training and provide a proper working environment. I prefer using programming methodologies in order to produce high quality software.

SKILLS

generalist programmer (more than 6 years of overall coding experience).

strong computer science and mathematics (linear algebra, trigonometry, etc.) background.

favorite programming languages: C++ , Flash ActionScript, currently learning Objective-C / Cocoa.

favorite libraries / APIs: STL, OpenGL, DirectX, OpenCV.

weapons of choice: Visual Studio, Xcode, Subversion, common commandline toolchain.

experience in cross-platform development and portability: Windows, OSX , Linux (Ubuntu).

experience in object oriented analysis, design and programming.

experience with eXtreme Programming, advocate of agile development concepts.

great emphasis on code quality: read- and maintainable, stable, safe, good performance, lean.

understands the interactions between cost and value.

understands the big picture in larger-scale projects.

knows the fundamentals about computer vision, image/video/audio processing, network programming, artificial intelligence and more about computer graphics and game development. understands the requirements of game engines and the related toolchain and content / art pipeline.

very good high- and lowlevel knowledge of computer hardware and architecture and operating systems, basic knowledge of electronics, experience in interfacing with different types of hardware via different protocols (RS232, TCP/UDP, OSC), experience in programming microcontrollers (Arduino based).

interest in working on closed and restricted hardware (game consoles, smart phones).

conceptual and creativity skills in the context of media art, digital narrative and immersive environments.

experience with installation/exhibition design, interface and interaction design (HCI) and usability.

sense for visual design, style and aesthetics.

languages: german (mother tongue), english (fluent), spanish (beginner)

PROFESSIONAL HISTORY

Oct 2008 - present

working as a **Freelancer** on a couple of projects in Barcelona and Austria. Most of them were art projects (Blackbox, racing-codes, World2020, eKKo) and some of them were commercial projects (Shandy, Hanuta, Abertis). I mostly did the whole technical direction, planning and implementation on these projects.

Mar 2008 - Oct 2008

Creative Engineer and Technical Lead at **Utani Social Lab** in Barcelona. I enhanced an existing custom Multitouch Recognition Software Framework based on openFrameworks, OpenGL, OpenCV (+IPP). Most of my work dealt with improving the reliability, performance and code quality of the multitouch-tracking (computer vision and image processing). I also handled the network communication via UDP and I have dealt with several hardware interfaces and electronics (IR equipment, projector, Arduino, camera + lenses).

May 2007 - Jul 2007

Creative Engineer at **NVision / The Interactive Institute** in Sweden. I was hired to develop the software for an interactive installation called „Think“ for a conference in Norrköping. I developed the rendering engine (offscreen rendering of vector graphics via Cairo/Glitz, FBOs and GLSL), entity management (scene graph, animation, movement behaviors) and also did the network programming (client-server commandos exchange, data scraping).

- Oct 2005 - Feb 2008 **Researcher Creative Engineering** at **Ars Electronica Futurelab** in Linz. I worked there on a multitude of technically very challenging projects for events, performances, interactive installations, virtual & augmented reality environments, research prototypes and inhouse tools. I worked there self dependent, as a part of a big team and also as a lead programmer guiding other people. Most of my work involved research and development in the areas of real-time computer graphics, image/video processing, computer vision, communication (via network, serial protocol), hardware & electronic engineering and mobile computing.
- Jan 2005 **Junior Developer (Volunteer)** at **Bongfish Entertainment** in Graz. I temporarily volunteered to help friends building a Snowboarding Videogame („Stoked Rider“). I helped them to optimize their build process (usage of includes, forward declarations), I ported the project from Codewarrior to Visual Studio and made the code base more standards compliant, I reorganized their sourcecode and project structure, I made some improvements (i.e. constness, iterators, loops, inline functions, nice classes everywhere, etc.) and cosmetic changes (readability of code). I also was involved in developing Imposters for a Cloud System.
- Mar 2004 - Jul 2004 **Junior Developer** at **Digital Mankind** in Vienna. I helped developing an AI middleware for videogames called „Emotion Engine“ which was a real-time simulation used to visualize avatar emotions via mimics and gestic. We developed everything from scratch: the 3d math library, OpenGL rendering, skeletal animation, GUI, scripting. We used the eXtreme Programming method (strictly Test First / Test Driven Design with unit tests, pair programming, heavy refactoring phases, strong emphasis on OOP and design patterns, using UML).
- Feb 2004 - Mar 2004 Flash and Java **Developer** for WebFreeTV in Vienna. I was responsible for further developing a Flash-based Newspaper (Flash MX, AS1) and fixing Bugs. I also made (Video) Banners, Microsites for Ad-Servers and did some backend development in Java.
- Sep 2003 - Jan 2004 Flash **Developer (Internship)** for mediaclan in Vienna. I developed arcade games (Flash 5, AS1) like Tetris and Breakout. I have dealt in depth with optimization of performance and application filesize. I also did some 3D models and animations for the game assets in 3dsmax (export to SWF).

for more information, please stop by my webpage - <http://didito.gpigs.com>

EDUCATION & TRAINING

- 2009 attended openFrameworks and Processing workshops at Hangar.org
- 2008 Hangar & LABoral SummerCamp in Gijon (2 weeks)
- 2005 - 2008 on-the-job training sessions (LabAcademy) at Ars Electronica Futurelab
- 2005 online studies at Game Institute and Gameversity / viCampus (6 months)
- 2004 ACC Vienna - Individual Advanced C++ Training (1 month)
- 1999 - 2003 University of Applied Sciences, FH Hagenberg, Hagenberg / Austria
Institute of Media Technology and Design, graduated as a Dipl.-Ing. (FH)
diploma thesis: „Dynamic Generation of Real-Time Character Animation“
- 1993 - 1998 Higher Technical School for Electrical Engineering, Salzburg / Austria

INTERESTS

I ♥ videogames, mountainbiking, snowboarding, hiking, cooking, art and design. I am a fan of good movies, contemporary literature and indie music. I am worried while reading the world news and I am huge friend of nature. I am fascinated by technology, especially in everything related to game programming, so I continue reading about these topics. Therefore I am also a follower of the GD-Algorithms-, SWENG- and Mac-OpenGL mailing lists.

last update: 16.07.2010