

DIETMAR SUOCH

Nationality: Austrian *Email:* suoch [at] gmx.at
Residence: Southern California *Web:* <http://didito.gpigs.com>
Work Authorization: EU and USA (green card holder)

PROFILE

Generalist programmer with 12y+ work experience in the game industry and related areas. Worked on core systems at the engine level, tools, asset pipelines and build systems. Experienced in working in the performance space.

Full game production cycle and AAA experience - from technical evaluation and prototyping to shipping, support and maintenance. Guided small teams of people from multiple disciplines. Involved in recruiting specialists of different experience levels.

Fluent in English and German (native), basic knowledge of Spanish.

Languages: C/C++ (advanced), C# (proficient), ObjC (proficient)
Platforms: iOS, OSX, Android, Windows, Linux
Architectures: ARM, x86, misc. GPUs
Graphics: OpenGL, OpenGL ES, catching up on DX11

WORK EXPERIENCE

Oct 2016 – today **High Moon Studios** | C++ Programmer

- Working on internal tools and build pipeline (everything but gameplay) for Destiny.

Sep 2012 – Oct 2015 **Wooga** | Programmer

- heavily involved in the recruiting of engineers on a company level (screening, tech crunch)
- **Max Ammo** (Unity, C#, iOS, Android) – helped managing the technical direction (client side) optimized asset workflow between different disciplines managed Unity developer support communication gameplay systems: 3rd person camera control, animations, AI, path finding, weapon system performance tuning, responsible for achieving performance goals
- **Jelly Splash** (cocos2d, ObjC, iOS) – render performance and memory optimizations
- **Monster World Mobile** (cocos2d, ObjC, iOS) – gameplay systems, backend communication, services integration (tracking, crash reporting, facebook, ads), UI, VFX

Oct 2010 – Jul 2012 **Gameloft** | Programmer

- Worked on in-house engine (C/C++, iOS, Android, Win) and tools: build process; exporters for geometry and animations, editors for levels, AI, particles and materials; scripting integration
- **Asphalt 8** – Built the multiplayer networking library from scratch
- **Six Guns** – Established a studio-wide iOS-to-Android porting workflow and build pipeline for codebase and assets
- **Shadow Guardian** – gameplay systems: agent behaviors, animation, UI

- **Shark Dash** – gameplay systems: physics, input handling, sprite animation, VFX
- **Fantasy Town** – gameplay systems and UI

Oct 2008 – Oct 2010 Freelance Developer (see homepage for list of projects)

Mar 2008 – Oct 2008 **Utani Social Lab** | Programmer

Improved reliability and performance of existing custom multitouch tracking framework, implemented facilities for hardware communication and calibration of optical equipment.

May 2007 – Jul 2007 **NVision / Interactive Institute** | Programmer

Developed accelerated vector graphics rendering engine, entity and scene management, movement simulation and network programming for interactive installation **Think**.

Oct 2005 – Feb 2008 **Ars Electronica Futurelab** | Programmer

Worked on large-scale projects for events / performances, interactive installations, virtual & augmented reality environments, research prototypes and in-house tools.

Mar 2004 – Jul 2004 **Digital Mankind** | Junior Programmer

Developed AI middleware **Emotion Engine**, a real-time simulation used to visualize avatar emotions via mimics and gestures. Worked on math library, exporters, rendering, skeletal animation, GUI and scripting system.

Sep 2003 – Jan 2004 **mediaclan** | Intern

Developed Flash arcade games from scratch. Worked on performance and file size optimization.

TRAINING (received)

2013 – 2015	in-house trainings & game jams at Wooga
2015	Nucl.AI
2015	Unite Europe
2014	“C++ 11/14” Workshop w. Nicolai M. Josuttis
2013	“Design Topics on Memory and Concurrency” Master Class w. Mike Acton at Games Connection Europe
2008 – 2009	workshops at Hangar & LABoral
2005 – 2008	in-house trainings at Ars Electronica Futurelab
2005	online courses at Game Institute & Gameversity / viCampus (6M)
2005	individual advanced C++ training at ACC (1M)

EDUCATION

1999 – 2003 University of Applied Sciences FH Hagenberg (AT),
 Institute of Media Technology & Design,
 Graduated as Dipl.-Ing. (FH) (),
 Thesis: “Dynamic Generation of Real-Time Character Animation”

1993 – 1998 Higher Technical School for Electrical Engineering (Salzburg / AT)