

curriculum vitae

Michael Bickel

Experience

January 2016 - April 2016
Delivery Hero Holding GmbH
Continuous Integration Team Lead

Lead a team of CI engineers. We built an custom CI-solution using Mesos/Marathon/Chronos, Postgres, Redis and Docker for the inhouse white label food delivery platform which was based on a distributed micro-service architecture.

[#python](#) [#redis](#) [#nginx](#) [#postgres](#) [#ember.js](#) [#docker](#) [#AWS](#) [#GCP](#)
[#Mesos](#)

October 2012 - September 2013
Meyle+Müller GmbH+Co. KG
software developer, New Media Department

Full stack webdevelopment, appdevelopment, web-apis and complex dataprocessing workflows. Most notable clients were PZ-news.de, Schwäbische Zeitung, Mannheimer Morgen and Förch.

[#objectiveC](#) [#php](#) [#haxe](#) [#mysql](#) [#redis](#) [#html](#) [#js](#) [#C](#) [#gearman](#) [#ios](#)
[#osx](#) [#db2](#) [#xcode](#)

January 2011 - July 2012
www.black-oaks.com
founder, head of development

Developed a multiplayer game-framework for flash- and browsergames in Haxe. Designed and implemented an unreleased collectible card game. Designed and developed several flashgames, Stage3D-applications, prototypes, accompanying tools & pipelines as well as art-assets. Clients and sponsors included Outpost12 Studios, Injureplay, Kenexa, Armorgames and SPIL-games.

[#haxe](#) [#neko](#) [#tora](#) [#as3](#) [#python](#) [#blender](#) [#svn](#) [#bash](#) [#nape](#)
[#photoshop](#) [#flash](#) [#air](#) [#flashdevelop](#)

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Education

2003 - 2006
Hochschule der Medien Stuttgart

September 2001 - July 2002
Balthasar Neumann Schule II (BNS2)
BKTK - technical communication
assistant

September 2000 - July 2001
Balthasar Neumann Schule II (BNS2)
Qualification for BKTK

Skills

Programming
[#oop](#) [#haxe](#) [#c/c++](#) [#objectiveC](#) [#as3](#)
[#java](#) [#python](#) [#c#](#) [#lua](#) [#js](#) [#git](#)
[#C8H10N4O2](#)

Workflow development
[#gearman](#) [#java](#) [#dataprocessing](#)

Web development
[#fullstack](#) [#nginx](#) [#mysql](#) [#redis](#) [#db2](#) [#php](#)
[#emberjs](#)

Game engine architecture
[#scenemgmt.](#) [#spatialpartitioning](#)
[#resourcemgmt.](#) [#rendering](#) [#shaders](#)
[#statemachines](#) [#gameplay](#)

Gui systems
[#logic](#) [#visuals](#) [#builttoomany](#)

Experience 2

July 2009 - December 2010
www.billiger.de - solute GmbH
software developer

Implemented a client/server framework for zoomable-gui applications in C/C++, OpenGL and LUA. Designed and implemented an eventdriven gui-system(DOM Level 3 Event Spec) in LUA. Designed and implemented multiple data-management applications based on said framework. Also developed backend functionalities for import and processing of shopdata as well as frontend functionality for the shopping-portal mode.billiger.de. Implementation and integration of new functionality into the inhouse webframework. Member of the on-call/remote maintenance team that ensured a seamless&undisrupted operation of all online-services.

[#linux](#) [#windows](#) [#opengl](#) [#gsl](#) [#python](#) [#lua](#) [#html](#) [#css](#) [#js](#) [#jquery](#) [#gwt](#) [#c/c++](#) [#svn](#) [#apache](#) [#bash](#) [#postgresql](#) [#mysql](#) [#redis](#) [#ipvs](#) [#heartbeat](#)

March 2009 - June 2009
snapdragon games - "Das Duell - Männer vs Frauen" - dtp young contractor, lead developer

Lead a team of 4 programmers. Designed a minigame-framework for a partygame on the Nintendo Wii based on the inhouse gameengine. Designed and implemented various tools for the asset-pipeline. Contributed several improvements and fixes to the inhouse gameengine.

[#C/C++](#), [#C#](#), [#nw4r](#), [#python](#), [#sqlite](#), [#vs2008](#)

February 2008 - December 2008
rocketscience games - "Deutschland singt online" - ATARI contractor, lead developer

Lead core-team of 3 programmers. Designed and implemented the game-engine for a karaoke-game with realtime video-editing capabilities. As well as gpu-shaders and GUI-functionality. Designed and implemented a midi-track-editor for the gameengine.

[#C/C++](#), [#lua](#), [#vs2005](#), [#photoshop](#), [#ogre3d](#), [#gameface](#), [#directshow](#), [#hls](#)

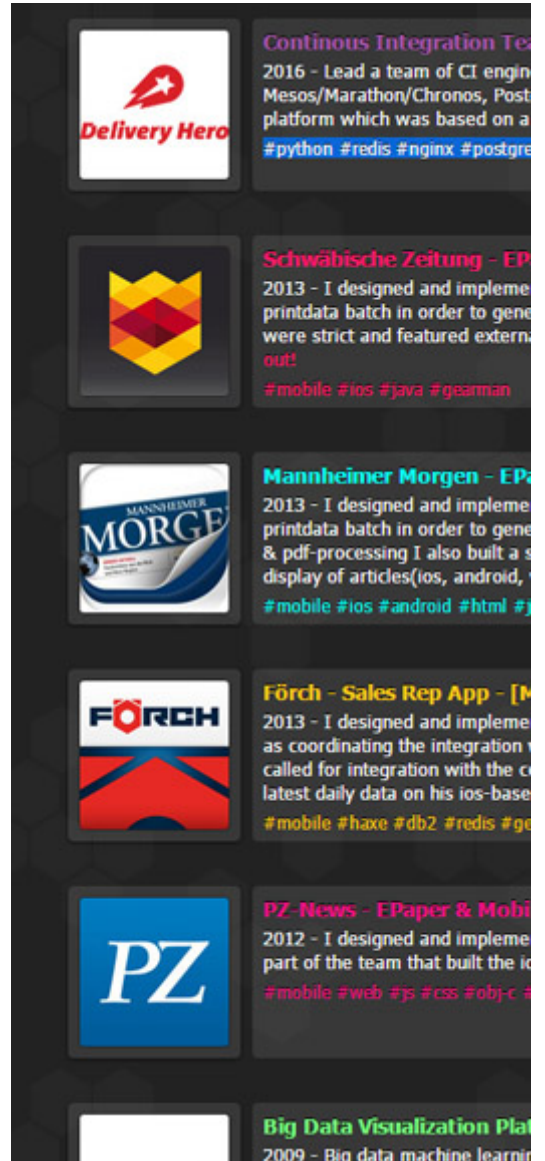
November 2007 - December 2007
Commgraphics Interactive -"NanoLegends - Right Food Prototype"
contractor, lead developer







Designed and implemented an accurate model of human metabolism in a virtual game environment to teach children good/bad food choices and their effects on the human body. Based on the game NanoLegends.

[#c/c++](#), [#nebula2](#), [#ode](#), [#maya](#), [#mel](#), [#ocl](#), [#photoshop](#)

Michael Bickel

Portfolio Preview



	Continuous Integration Test 2016 - Lead a team of CI engine Mesos/Marathon/Chronos, Post platform which was based on a #python #redis #nginx #postgre
	Schwäbische Zeitung - EP 2013 - I designed and impleme printdata batch in order to gene were strict and featured extern out! #mobile #ios #java #gearman
	Mannheimer Morgen - EP 2013 - I designed and impleme printdata batch in order to gene & pdf-processing I also built a s display of articles(ios, android,) #mobile #ios #android #html #
	Förch - Sales Rep App - [M 2013 - I designed and impleme as coordinating the integration v called for integration with the c latest daily data on his ios-base #mobile #haxe #db2 #redis #ge
	PZ-News - EPaper & Mobi 2012 - I designed and impleme part of the team that built the ic #mobile #web #js #css #obj-c #
	Big Data Visualization Plat 2009 - Big data machine learni

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Experience 3

March 2007 - May 2007

Commgraphics Interactive - "NanoLegends - Full Body Controller Prototype"
contractor, lead developer

2 GameTrak units were used to track body and hands of the player and mapped them to ingame actions in a 3rd person jump'n run game. Designed and implemented a fullbody input-library based on DirectInput and accompanying toolkit for Maya.

[#c/c++](#), [#nebula2](#), [#ode](#), [#maya](#), [#mel](#), [#cl](#), [#photoshop](#), [#gametrak](#)

November 2006

Outpost12 Studios - "Digital Theater Experts - Website"
contractor

Implented a flash-website from a given design.

[#flash](#), [#as2](#), [#photoshop](#)

May 2006

Outpost12 Studios - "Uribe Refuse Services Inc. - Website"
contractor

Implented a flash-website from a given design.

[#flash](#), [#as2](#), [#photoshop](#)

September 2005

Outpost12 Studios - "Keep'em Safe ID-CD"
contractor, lead developer

Designed for worried parents, ID-CDs contain all relevant information about the child in an encrypted businesscard-sized format for quick review and information retrieval by authorities in case the child goes missing. Designed and implemented a complete software suite including the authoring-pipeline and enduser-binaries and the accompanying website.

[#c/c++](#), [#c#](#), [#mfc](#), [#html](#), [#js](#), [#vs2003](#), [#photoshop](#)

Experience 4

2004 - 2005

Commgraphics Interactive - "NanoLegends"
contractor, lead developer

Nanolegends is a third person jump'n run game modeling the biological processes inside a human cell from the view of a little nanobot that crashlands on a malignant human cell. Aim of the game is to prevent the cell from splitting itself thus spreading the cancer by reprogramming the cell to self-destruct itself by modifying the mRNA. Designed and implemented of the gameengine, tools and gamecode based on various opensource middleware.

[#c/c++](#), [#nebula2](#), [#ode](#), [#maya](#), [#mel](#), [#tcl](#), [#photoshop](#)

2003

Commgraphics Interactive - "Nano NIH Prototype"
contractor, lead developer

Designed and implemented a modification for the PC-game "Serious Sam" modeling the biological processes inside a human cell as interactive, third person jump'n run videogame. Won 1st place and development of a standalone game was funded by the NIH.

[#c/c++](#), [#esscript](#), [#maya](#), [#mel](#), [#serioussam](#)

1999 - 2001

Gebicke & Bickel MediaDesign GbR
founder, head of development

Designed and implemented content-driven websites for 30 clients.

[#html](#), [#js](#), [#php](#), [#flash](#), [#html](#), [#photoshop](#)