



# Jan Mikusch

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**Date of birth:** 17 Jul 1996 | **Nationality:** Austrian | **Phone number:**

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<https://mikusch.at> |

**Address:** Senefeldergasse 18, TOP 8, 1100, Vienna, Austria (Home)

## WORK EXPERIENCE

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8 JAN 2023 – 28 AUG 2023 Vienna, Austria

### **JUNIOR GAME PROGRAMMER** POW WOW ENTERTAINMENT GMBH

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#### **Projects:**

ected Rivals, an online multiplayer racing game, release: May 2023

- Teamcity automation pipeline
- Gameplay Feature Implementation
- UI Implementations
- DLC support Implementation
- Animation Implementations
- Restructuring internal Frameworks to be Platform independent for future console ports
- Publish Updates & Hotfixes for live-supported game
- IT support for co-workers

Unannounced Project:

- UI Implementations
  - Slate, UMG, Common UI
- Customization Implementation

Used Tools: Unreal Engine, Perforce, Teamcity, Rider, Jira, Confluence, Playfab

**Website** <https://www.pow-wow.com/>

1 AUG 2019 – 31 DEC 2019 Salzburg, Austria

### **WEB DEVELOPER (INTERN)** PORSCHE INFORMATIK GMBH

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As part of my internship, I joined the team that was working in the "Digital Business & New Vehicle / Used Car" section of the company.

My responsibilities included:

- Frontend-Development
- GUI-Development according to design specifications
- Setup of automatic deployments
- Test-Case creation and automatisation
- Technical support in onboarding other colleagues
- Search and classification of bugs as well as development of technical solutions
- Cross-site coordination with technical architects

Projects I worked on:

1. Project "Checkout": Central module for processing e-commerce payments (used in 9 countries with up to 5 car brands)
2. Project "SVN": Retail customer application for searching and reserving new cars in stock from the dealer network and general importers (used in 16 countries with up to 5 car brands)

Used Tools:

- Typescript, SCSS, HTML5, Angular 8, NPM, Maven, Java, Git, Gitlab, Gitlab-CI, Jenkins, Jira, Confluence, IntelliJ Idea, Serenity BDD, Cypress, OpenShift

1 MAY 2017 – 1 SEP 2018 Wolfsberg, Austria

### **EMERGENCY MEDICAL TECHNICIAN** AUSTRIAN RED CROSS

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I was working for the Austrian Red Cross as part of my civil service, as well as an volunteer.

The main tasks included:

- ambulance service
- medical assistant
- Ambulance Transport of ill and older persons

## ● EDUCATION AND TRAINING

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28 SEP 2020 – 2 FEB 2023 Puch/Hallein, Austria

**MASTER OF SCIENCE ENGINEERING (MSC)** Salzburg University of Applied Sciences

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**Address** Urstein Süd 1, 5412, Puch/Hallein, Austria | **Website** <https://fh-salzburg.ac.at> |

**Field of study** Game Development | **Final grade** 1.7 (1.0 = best) | **Level in EQF** EQF level 7 | **Type of credits** ECTS |

**Number of credits** 120 |

**Thesis** Improving Shape Perception of 3D Objects on Low Contrast Backgrounds by using Illustrative Rendering Techniques for Augmented Reality

25 SEP 2017 – 17 SEP 2020 Puch/Hallein, Austria

**BACHELOR OF SCIENCE ENGINEERING (BSC)** Salzburg University of Applied Sciences

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**Address** Urstein Süd 1, 5412, Puch/Hallein, Austria | **Website** <https://fh-salzburg.ac.at> |

**Field of study** Game Development | **Final grade** 1.5 (1.0 = best) | **Level in EQF** EQF level 6 | **Type of credits** ECTS |

**Number of credits** 180 | **Thesis** Non-verbal communication mechanics in cooperative puzzle games

1 SEP 2011 – 31 MAY 2016 Villach, Austria

**MATURA** Höhere Technische Bundeslehr- und Versuchsanstalt Villach

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**Address** Tschinowitscher Weg 5, 9500, Villach, Austria | **Website** <https://www.htl-villach.at/> |

**Field of study** Information Technology/Multimedia | **Final grade** 2.3 | **Level in EQF** EQF level 5

## ● LANGUAGE SKILLS

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Mother tongue(s): **GERMAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
<b>ENGLISH</b>	C1	C1	B2	B2	B2

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## ● DIGITAL SKILLS

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**Programming Language**

C++ | C# | Python | Java | Javascript (ES6)

**Game Engines**

Unreal Engine | unity3d

**Tools**

Perforce | Git | Teamcity | Jira | Gitlab CI | Confluence | JetBrains Rider | Jenkins | Docker