

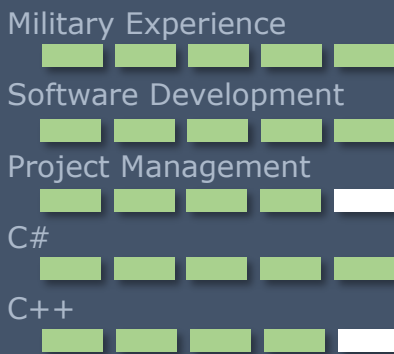


Ralf Mengwasser

PERSONAL DATA

Date and Place of Birth
05.01.1976 in Düsseldorf
Marital Status
Married, 1 child
Nationality
German

PROFILE



CONTACT

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Online CV
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Xing Profile
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LinkedIn
<https://es.linkedin.com/pub/ralf-mengwasser/39/338/534>

JOB HISTORY

07/2012 – 09/2015

Chief Technology Officer Simulation

Tactical Leadership Programme [NATO; Albacete, Spain]

- Project Manager / Lead Developer
- Product: THREAT Tactical COMAO Simulator
- Instructor for Air Warfare and Synthetic Training

07/1995 – 07/2012

Weapons System Officer F-4F Phantom/PA-200 Tornado

Bundeswehr [USA, Rheine, Jever, Schleswig]

- Combat Aircrew
- Flight Equipment Specialist
- Flight Safety Officer
- Survival Expert

EDUCATION

09/2015 – 01/2017

Study Bachelor „Game Programming“

Bundeswehr (SAE Institute) [Cologne]

08/2014 – 08/2015

PMP Project Management Course

Skillport, BFD

01/2008 – 03/2008

Staff Officer Training

Führungsakademie der Bundeswehr, Hamburg

01/1997 – 09/1998

Flight Training

Naval Air Station, Pensacola

09/1995 – 01/1997

Officers Training

Officers School of the Airforce, Fürstenfeldbruck

SKILLS

IT-Skills

- Certified Unity Developer
- Games and Application Development
- Network Programming
- Artificial Intelligence
- Database Access
- Scripting

Programming Languages

- C# / C++
- PHP / LUA
- Java / Visual Basic

Languages

- German | Native speaker
- English | Professional level
- Spanish | Basic level

Licenses

- Drivers License Class B
- MBS License PA-200 Tornado
- NATO SECRET Certification

EDUCATION

08/2016 Unity Certified Developer

Unity Technologies (Certification Cologne)

Topics: Unity 3D Engine (all aspects)

09/2015-01/2017 Studies for a bachelor degree in “Game Programming”

Bundeswehr (SAE Institute Cologne)

Topics: Programming, Design, Middleware, Marketing, Project Management

08/2014-08/2015 PMP Project Management Course

Skillport, BFD

Topics: Project Management

Result: Certificate of acquired points

01/2008-03/2008 Staff Officer Qualification

Führungsakademie der Bundeswehr, Hamburg

Topics: Security/Defence Policy, Social Science, Leadership Training, Human Resources, Legal

Result: State Examination Rank 2 (Equivalent: Staff Officer Certification)

01/1997-09/1998 Aeronautical Flight Training

Naval Air Station Pensacola, FL, USA

Topics: Flight training, WSO/RIO training. Avionics, Aerodynamics, HMI, Cockpit resource management

Result: US Bachelor of Aeronautical Science (Equivalent)

09/1995-01/1997 Officers School

Officers School of the German Airforce, Fürstenfeldbruck

Topics: Leadership, Human Resource Management, Legal, Training Methodology, Military Strategy

Result: State Examination Rank 1 (Equivalent: Officer Certification)

1998-1995 Gymnasium Rückertstraße

Gymnasium (High school), Düsseldorf

Specialization: Mathematics/English/History/Sports

Final result: Abitur 2.3

JOBS / MILITARY ASSIGNMENTS

01/2016-Present Kaasa Health

SCRUM Master/Software Designer/Lead Developer VR
Düsseldorf, Germany

09/2015-Present BFD, Bundeswehr

Studies for bachelor degree in "Game Programming"
Cologne, Germany

07/2012-09/2015 TLP, NATO, Bundeswehr

CTO Military Simulation
Air Combat Instructor
Albacete, Spain

07/1995-07/2012 Bundeswehr

ISAF/CSAR (Masar -e Scharif, Afghanistan)
Flight Safety Officer (Bavaria, Germany)
Flight Equipment Officer (Schleswig, Germany)
Survival specialist (South Africa, Norway, Germany)
Staff Officer Training (Hamburg, Germany)
Weapon System Officer PA-200 Tornado (Schleswig, Germany)
Conversion Tornado (Alamogordo, USA)
Weapon System Officer F-4F Phantom (Rheine, Germany)
Flight Student Phantom (Alamogordo, USA)
Flight Student WSO (Pensacola, USA)
Flight Student Selection (Phoenix, USA)
Officers School (Fürstenfeldbruck, Germany)

01/2013-Present Tacdev.eu

Owner/Software Designer/Developer

01/2011-01/2013 HQSoft

Owner/Game Designer/Developer

GENERAL SKILLS

Software Development

I am experienced in agile software development, ranging from small software projects as a single developer to larger projects with more than twenty developers and thousands of lines of code. I have knowledge about common software libraries, 3D engines and network protocols. I like to work with an agile development method and fix bugs and develop features in close contact with the customer.

As development tools I use Jira, Redmine, SVN, Git, Visual Studio, 3D Studio, Audacity, Corel Graphics Suite and Microsoft Office. I like to work with Unreal or Unity Engine but have also experience with SDL and other low level libraries.

IT Project Management

Besides the leadership skills of an officer I also have experience managing small project groups. I was a part of several procurement projects of the German Air Force and NATO, where I did technical consulting, contract negotiation and acceptance testing. To develop my skills further I am currently pursuing a Bachelor in Computer Science.

SCRUM Master

I received on the job training as a SCRUM master and filled this position as part of my work at Kaasa Health, developing mobile gamification apps to use Virtual Reality as a therapy tool. I can see myself focusing on those skills to become a full-time SCRUM master in the future.

Website Design

I have designed and installed websites, programmed custom plugins and worked with artists to create a professional looking style. I can work with databases using PHP, .NET or C++ libraries.

Software Analysis

For procurement purposes I was tasked to reverse engineer communication protocols, analyze software quality and have assisted during contract negotiation and acceptance testing phases. I have written acceptance test plans and finalized feature requests together with customers.

Soft Skills

As a former member of the military I am used to work in small and large teams to achieve my goals. I have repeatedly led my teams into combat zones while keeping morale and motivation high.

DEVELOPMENT SKILLS

Application Programming

I am very experienced developing applications with Windows Forms / WPF using the C# language.

Game Programming

I have created games with the XNA framework, SDL libs and using the Unreal and Unity Game Engines. I am a certified Unity developer since 08/2016.

Network Programming

I have created server backends for business collaboration software and an MMO online game with about 50 concurrent players. I also developed server based networked software with 30 clients and database integration. I have programmed simulation software that uses simulation standard protocols like DIS7 to connect military simulators within a local LAN or via the internet. Most of my applications are network enabled in one form or another.

Artificial Intelligence

I created artificial intelligence for online games, "serious gaming" simulators and website chats. I have worked with finite state machines, AIML and other forms of AI.

Website Programming

I have created commercial websites with a couple of hundred paying users and several custom plugins for CMS like Wordpress, PostNuke or Zikula. I was running a network security and cyber warfare related website for about 12 years, maintaining both Windows and Linux servers and all the corresponding software.

Graphics Programming

I have done graphics programming with XNA and DirectX. I created a tile based 3D terrain generator and still maintain a 3D game engine in C# on my website. I am rusty on DirectX and C++ as I have mostly moved on to the Unity and Unreal Engines. I have evaluated but not worked with OpenGL.

Graphic and Sound Design

For my own games, I create all the graphics myself and edit the sounds. I have a basic knowledge of 3D Studio/Maya and can create basic prototype models for 3D games or convert and import 3D models into 2D games. I also have experience using Corel Draw / Photo Paint and Adobe Photoshop for creating basic textures for my 3D models or for website design and/or printing.

PROGRAMMING LANGUAGES

C#

I am pretty strong in C#. I have done general application programming with Windows Forms and WPF, graphics programming with XNA and DirectX and network programming with and without networking engines like Lidgren or WCF. I have knowledge about database integration with MySQL or Postgres.

I am happy to take a senior/lead developer role on any C# project.

C++

I used to code in C++ a lot in the past. Most of my current projects are made in C# due to economic reasons. I am rusty on my raw C++ skills, but have extensively worked with Unreal Engines C++ integration to create games.

I am happy to develop in C++, but not as a senior/lead developer. I need about 3 months to get back into C++, unless I am using Unreal Engine.

PHP

I have created various websites in PHP, doing both custom plugins for existing CMS and "from scratch" website programming.

LUA

I have experience scripting LUA for creating application plugins (online games) and have integrated LUA into applications and websites using custom made software. I am probably a bit rusty on it as I have not used LUA for quite some time.

Java

I have done a few Java projects, and I can fix bugs and edit existing software in Java. I have since moved from Java to C#. For that reason, I have not used it in a long time. Obviously, as Java is very similar to C#, I can get back into it very fast.

Visual Basic

Like Java, I can fix bugs and edit existing software if I have the need to, but I try to avoid Visual Basic.

LANGUAGES

German – Native language

English – Professional proficiency

Spanish – Basic proficiency

INTERESTS

Ball Room Dancing

I am proficient in most dancing styles and occasionally dance for theatre productions.

Online Games

When I find time, besides programming them, I also like to play online games.

Paintball

I regularly play Paintball, mostly woodland fields. During my time in the US I was a tournament player in the Pensacola Chipmunks tournament team.

PROJECT HISTORY

F-4F Phantom Radar Simulator (2000)

Simulation of F-4F Phantom cockpit to train fighter pilots.
Project Manager / Developer
C++/Windows/MFC

ATO Reader (2001)

Software to read and display NATO air tasking orders.
Project Manager / Developer
VBA/Windows

Arianne (2002)

2D/3D Game Engine for networked games.
Project Manager / Developer
C++/Java/Linux/Windows

TIRSReader (2002)

Software to analyze mission data downloaded from F-4F Phantom aircraft.
Project Manager / Developer
C++/Windows

RecceBlaster (2005)

Software to teach military system recognition to recce combat pilots.
Project Manager / Developer
C#/Windows

Aircraft Instruments (2006)

Develop Aircraft Instrument Controls for use in a Windows Form based Simulator.
Project Manager / Developer
C#/Windows

PRCLoader Pro (2007)

Software to manage and check the PRC-434G Combat survival radio.
Project Manager / Developer
C#/Windows

PROJECT HISTORY

StanTestBlaster (2010)

Serious game. Multiple choice trainer software to train combat pilots.
Project Manager / Developer
C#/Windows

Urknall Online (2011)

Science fiction themed 2D MMO for Windows Phone.
Project Manager / Developer
C#/Windows Phone/XNA

THREAT Tactical Simulator (2012-2016)

Simulation software suite to train COMAO planning and tactics to combat pilots.
Project Manager / Lead Developer
C++/C#/VBA/Windows

Shotlog Database (2012-2016)

Debriefing software for shot evaluation during COMAO exercises.
Project Manager / Developer
C#/Windows

A complete list of projects and work samples can be found at
<http://www.ralf-mengwasser.de>