

Erik Pojar

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Personal Details

Date of Birth: January 2nd, 1973
Marital Status: married, 2 children
Nationality: Austria, U.S.A.

Professional Experience

Team Vienna since April 2007

Casual Games

- Development of the MMO (Massively Multiplayer Online) game "[7Million](#)"
- Lead of the client team, responsible for the whole software architecture
- The project was implemented completely test-driven, resulting in a very stable product
- The client and various tools are written in Python, the server is written in Java
- Consultant for Atari on "[The Witcher](#)" and Koch Media on "[Risen](#)".
- As an owner at Team Vienna I was also responsible for the acquisition, effort-estimation and planning of new projects.

University of applied science "Technikum Wien" since March 2009

Masters Degree Program "Game Engineering and Simulation Technology"

- Teacher of the course on console platforms
- Advisor for students doing their Masters Thesis
- Advisor for students working on their game development project.

Hybrid Graphics / nVidia September 2006 – March 2007

Rendering Software for mobile devices

- Lead the development team, responsible for the project management.
- Optimized / Enhanced an existing software renderer API for ARM 11 processors
- Refactored the existing code base, resulting in higher maintainability and performance
- Vectorized the vertex pipeline, switched from fixed point to floating point

Rockstar Vienna September 2000 – May 2006

April 2004 – May 2006: Development Advisor, Senior / Lead Programmer

- Lead Programmer on an unreleased title for Xbox 360 and PlayStation 3
- Responsible for the software architecture, managing a team of 18 programmers
- Hands-on work included optimizing the rendering pipeline and creating a light-mapping workflow with Maya and Mental Ray, amongst other things
- Collaborated with other Rockstar studios to develop a game engine for Xbox 360, Playstation3 and PCs

September 2000 – April 2004: Head of Research and Development

- Built up and lead the department
- Lead Programmer on „[Max Payne 2](#)“ for PlayStation 2 and Xbox, team of 15 programmers
- Senior Programmer on "[Max Payne](#)" for Xbox
- Development of reusable, portable software components (Windows, PlayStation 2, Xbox, Gamecube)

Reality2 Ges.m.b.H. August 1996 – September 2000

Head of Development, Virtual Reality and real-time-graphics for Vis-Sim and Edutainment

- Project-manager of a 5-channel, level-C flight-simulators und a F-16 „Disorientation-Trainer“ for the Royal Dutch Air force
- Managed and participated in the development of our Virtual Reality Rendering Engine „Tiepolo“ for advanced, distributed real-time simulations on WinNT and SGI Irix machines.
- Developed various simulations and installations for museums and exhibitions, e.g for the „Ars Electronica Center“ in Linz / Austria

Miscellaneous smaller projects August 1993 –October 1995

- *Neo Software*: Programmed and designed the shoot-em-up „[Prototype](#)“
- *Technical University of Vienna*: Provided user support for various internet services
- *Architect Ing. Hans Lechner* : Programmed software to automate administrative tasks of architects
- *Cosmos Designs*: Programmed the games „[Super Nibbly](#)“ and „Crossfire“

Education

Technical University of Vienna, 1992 - 2003

DI (comparable to MSc) in Computer Sciences, Focus on computer-graphics.
Graduated with Honours

HTBLA Vienna (technical college), 1987 - 1992

Focus on Computer Sciences and Business Administration
Graduated with Honours

Skills

Programming Languages / Operating Systems / Development Environments

- C++, C: over 10 years of experience
- Assembler (80x86, ARM, MIPS, PowerPC, 68000): over 7 years of experience
- Python: over 2 years of experience
- C# and .NET framework 3.5, Windows Forms: 1 year of experience
- Various other programming languages: Java, MEL, Modula-2, Cobol, Prolog and others
- RenderWare, Maya API, Havoc
- DirectX, OpenGL, Panda3d, Unity3D, Performer, OpenInventor
- Windows, Xbox 360, Xbox, PlayStation 3, PlayStation 2, Gamecube, Linux
- Visual Studio, Code Warrior, Eclipse
- Perforce, Alienbrain, CVS, Subversion, Visual Source Safe
- SQL, UDS, dBase

Other Computing skills

- Experienced in creating portable, object-oriented cross-platform-software with high run-time performance
- Knowledge of agile methodologies (Scrum, Extreme Programming, Test-driven Development)
- MS-Project, MS-Office, Visio, various standard-applications

Management skills

- Nearly 10 years of experience in leading teams of various sizes
- Excellent communication skills
- Creation of project-plans, co-ordination of inter-disciplinary software projects
- Experienced in conducting job-interviews and making hiring decisions

Publications

User-Controlled Creation of Multi-resolution Meshes:

Wrote a [paper](#) on interactive mesh reduction as part of my master's thesis and presented it at the ACM Siggraph 2003 Symposium on Interactive 3D Graphics. Created a Maya plug-in as proof-of-concept. The plug-in became a big success in the Maya community and was used by many companies such as Pixar, Sony Imageworks and Industrial Light and Magic.