

TIMO BUSKE – IT-ZEHNKÄMPFER

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ZIEL

Maximale Diversifikation im IT-Bereich.

PRAXIS

2017 - jetzt KDAB (home office)

- Projektmanagement
- Beratung und Konzeption
- Schulung und Workshops
- Schwerpunkte: 3D, Qt 3D, Qt / QML, C++

Tools Lead – Machine Zone

2014 - 2017 | Hamburg (teilweise Palo Alto, USA)

- Leitung des Tools-Teams
- Planung und Implementierung der Content-Pipeline: Meta-Informationssystem, 3D-Exporter und -Tools
- F&E: Entwicklung eines Engine-Datenformats
- Technische Dokumentation

Co-Founder – Mad Processor

2009 - 2014 | Hamburg

- Tools-Entwicklung: Automatische Generierung von Verkaufsberichten, Entwicklung von 3D-Tools
- F&E: Entwicklung eines Engine-Datenformats
- Spieledesign und Spieleentwicklung

Freiberufler

2005 - 2014 | Pinneberg

- Projektarbeit (3D-Grafik) für Mercedes, Österreichische Post, Pioneer, Bitburger, Studio Korte, Displayers, Sixpack Werbeagentur, Brand New Media und andere
- Softwareentwicklung
- Schulung

Softwareentwickler, Sounddesigner – Fishlabs

2005 - 2009 | Hamburg

- Entwicklung der Content-Pipeline / 3D-Tools
- Sound und Musik für alle Fishlabs-Produkte bis 2009

Praxissemester und Diplomarbeit – Schadelohr (später Fishlabs)

2004 - 2005 | Hamburg

- Interaktive Echtzeit-3D-Architekturvisualisierungen
- Diplomarbeit: Einsatz von Hardware-Shadern zur fotorealistischen Darstellung von natürlichen Materialien in der Echtzeitvisualisierung

SKILLS

- IT-Zehnkämpfer
- Teamführung
- Umfangreiche Auslandserfahrung (Europa, USA, Asien)
- Weitreichendes 3D-Know-How
- Programmierung in Hochsprachen, wie C++, Python, Lua, Java, etc.
- Ausgeprägtes mathematisches und logisches Verständnis
- Softwareentwicklung, auch im multimedialen Umfeld
- Agile und klassische PM Methoden

BILDUNG

Diplom Medieninformatiker (FH)

Fachhochschule Wedel –
University of Applied Sciences

Abitur

Integrierte Gesamtschule Thesdorf,
Pinneberg

SPRACHEN

Deutsch *** (Muttersprache)

Englisch **

LIZENZEN / ZERTIFIKATE

- Zertifizierter Projektmanagement-Fachmann (GPM), IPMA Level-D, ICB 3
- Programmierung mit Qt / QML (KDAB)
- Führerschein B, C1, BE, C1E, CE, M, L, T/S
- Sportboothführerscheine See und Binnen, Funkzeugnisse SRC und UBI, Fachkunde Seenotsignale

SONSTIGES

Zivildienst

Klinikum Pinneberg



ZERTIFIKAT

Es wird bestätigt, dass

Timo Buske

den Titel

ZERTIFIZIERTER PROJEKTMANAGEMENT-FACHMANN (GPM)
CERTIFIED PROJECT MANAGEMENT ASSOCIATE
IPMA LEVEL D®

führen darf und in einem Zertifizierungsverfahren bei PM-ZERT
(Zertifizierungsstelle der GPM Deutsche Gesellschaft für Projektmanagement e.V.)

in Übereinstimmung mit den
Regularien von PM-ZERT und der IPMA Competence Baseline (ICB Version 3.0)
gemäß Validierung durch die International Project Management Association (IPMA)

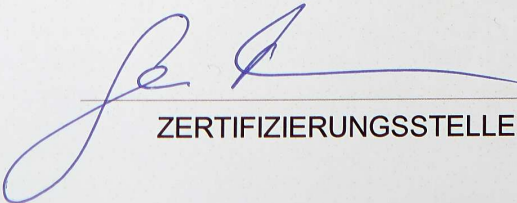
die geforderte Projektmanagement-Kompetenz nachgewiesen hat.

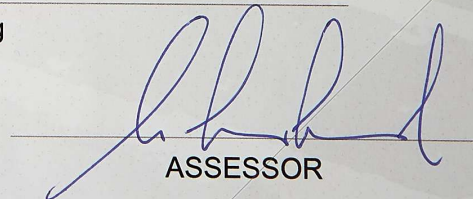
Dieses Zertifikat **181864** ist gültig bis 19.06.2023

Nürnberg, 20.06.2018

Erstzertifizierung
ORT, DATUM

Rezertifizierung
ORT, DATUM


ZERTIFIZIERUNGSSTELLE


ASSESSOR



Durch die DAKKS nach DIN EN ISO/IEC 17024 akkreditierte Zertifizierungsstelle.
Die Akkreditierung gilt für die in der Urkunde aufgeführten Kompetenzlevel.



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Employment Reference Letter

Mr. Timo Buske, born November 10th 1979, was employed in our company as Tools Lead in the Game Engineering Team, from May 19th 2014 until the March 13th 2017.

Machine Zone Germany GmbH is a subsidiary of MZ, a technology-focused mobile gaming company founded in 2008 and based in Palo Alto, California. Winner of the 2010 Crunchies Award (TechCrunch), we have had over 50 million downloads and over 15 successful top grossing titles, including previous hits such as iMob, Original Gangstaz and Global War. Our current top grossing titles, Game of War- Fire Age and Mobile Strike are Top 5 Grossing in over 80 countries.

Timo's main job duties were:

- Defining technical needs, constraints and best solutions for our assets content pipeline
- Producing integrated code and plugins for the content authoring software utilized by the company (e.g. Maya, Photoshop)
- Developing stand alone scripts to manipulate contents, prepare them for continuous integration pipeline and facilitate as well as speed up content development
- Architecting and producing standalone software that could be utilized to augment our content pipeline using a variety of approaches, technologies and programming languages (e.g. Python, C/C++ to name two)
- He also designed and created file formats and the relative exporters and plug-ins for Maya to both author modeling and animation data, as well as preparing the exported assets for best performance in binary formats.

Most of the value of the work that Timo has been carrying out is still protected, can't enumerate all the achievements. However there are some outstanding results that I would like to highlight.

At least two clear examples come to mind:

- 1) Timo managed pretty much single handedly to create the asset exporters for our animation system while providing enhancing tool interfaces within Maya for our content creators. He also integrated the pipeline seamlessly with the

A handwritten signature in black ink, appearing to be 'Timo Buske', located in the bottom right corner of the page.



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- rest of the continuous integration environment. He provided additional control for smoothing and optimizing the animation curves with attention to Mobile constraints in way that was transparent to the content creators and flexible. Code was precise, efficient, clean and best in class.
- 2) Timo also contribute to define the R&D constraints around our rendering capabilities, and how to enhance the creation pipeline to make it easier to obey those constraints in an automated fashion. He also added full viewport integration with our own renderer within Maya, as well as a set of tool to control for example mobile compatible shader parameters, and GPU generated particles.

Timo is a master when it comes to tools and 3D content authoring pipelines. He is smart, motivated, and precise in a way that I've rarely seen. He will pick up the task not only understand the constraints, but propose the whole architecture on his own, and implement it and follow up with code that is ready to be used in production whether he is working on it alone or coordinating a group of engineers. If he is working on the task you are pretty much guaranteed it will get done exceeding expectations with minimal supervision.

On a day to day basis, Timo has always been a friendly and competent manager, providing support in the task of managing a remote studio. I have worked very closely with Timo during the several years that he has served as a Tools Lead with Machine Zone.

Timo has excelled in his role and was an asset to our organization during his tenure with the office. He has proven himself to be a strong cultural fit and was able to effectively communicate with people across departments.

I volunteered to write this recommendation for Timo because I am very grateful for his contributions to our team and very confident that he has the intelligence, work ethic, and communications skills to add value wherever he works.

Palo Alto, May 31st 2017

A handwritten signature in black ink, appearing to read 'Vincenzo Alagna', written over a horizontal line.

Vincenzo Alagna
VP of Game Engineering
Machine Zone Inc.