

M.Sc.

Michael Heimpl



Address

Phone
Email

Nationality
Place of Birth
Places of Residence

Hattenberg 19
4845 Rutzenmoos

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Austria
30.01.1982
Vöcklabruck, Vienna

Professional Experience

1.2018 - to date

Team lead „Industry 4.0 Workplace“

FH OÖ, Steyr/Wels/Hagenberg · R&D

- Prototype development AR/VR assistance systems
- Realtime visualisation, machine vision, gesture & voice control, interaction & information design

12.2010 - 12.2017

7y

(+3m freelancer)

Team lead „App & Game Development“

ovos, Vienna · Digital educational solutions & Marketing

- Conception, project management, customer care
- Mobile apps, edu games, AR/VR, PR, research

12.2010 - to date

7y

External lecturer „Digital Arts“

FH OÖ, Hagenberg · Education

9.2012 - 9.2016

4y

External lecturer „Game Development“

HTBLuVA Spengergasse, Wien · Education

7.2010 - 9.2010

3m

Voluntary farmer

Lefkas, Greece · Agriculture

7.2009 - 4.2010

10m

Interaction & Game Designer

Coreplay, Munich · Entertainment

2.2009 - 6.2009

Seeking employment

- 10.2008 - 1.2009
4m **VR Lead developer**
ARS Electronica futurelab, Linz · R&D
- 10.2007 - 9.2008
1y **Content & media designer**
Bongfish, Graz · Entertainment
- 9.2006 - 3.2007
7m **Content & media designer**
Avaloop, Vienna · Entertainment
- 5.2005 - 12.2007
2y 8m **Project lead Game Development**
Blacksheep Software, Salzburg · Entertainment

Education

- 10.2015 - 9.2016 **Didactics of Informatics**
University Vienna · Extra-occupational courses
- 10.2003 - 4.2008 **MultiMediaArt**
FH Salzburg · M.Sc.
- 1.2006 - 8.2006 **Communication & IT**
ECU Perth Australia · Study abroad
- 10.2002 - 8.2003 **Communication Science**
University Salzburg
- 11.2001 - 8.2002 **Military Service**
Salzburg
- 10.1996 - 7.2001 **Industrial Engineering & Management**
HTL Vöcklabruck, Graduated with distinction

Technology

Project management, conception

Collaborative online planing & controlling software, agile management (SCRUM/Kanban), roadmap planing, requirement engineering, feature prioritisation & competitive analysis, pitches & concepts, customer relations, usage evaluation & data tracking

Platforms

Android, iOS, WebGL, PC/Mac, PlayStation, Xbox

Environments, languages, SDKs

Android Studio, C#, Xcode, Visual Studio, Unity, HoloLens, Leap Motion, Oculus, MQTT/IoT, Web Tech

Deployment & distribution, QA

Google/Apple channels, TeamCity, Hockey, Testflight

Business products

Google business software (e.g. Universal Analytics, Data Studio, Docs, Maps API, Tango), JIRA/Confluence, LiquidPlanner, Adobe Suite, Photoshop, AutoCAD/ Maya, UXPin, balsamiq

Publications

2016

Bon Voyage - A persuasive multimodal CCG

11th International Conference on Persuasive Tech

2014

Game User Telemetry in Practice: A case study

ACE'14 on Advances in Computer Entertainment Tech

2008

Ludo, ergo sum

Diploma thesis

Other skills

First language

German

Foreign languages

English (C1), Italian (A2)

Driving licence

A, B