

M.Sc.

# Michael Heiml



Phone

+43 699 1150 7366

Email

michael.heiml@gmail.com

Nationality

Austria

Place of Birth

30.01.1982

Places of Residence

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