

Curriculum Vitae

Philipp Seifried

Portfolio: <http://www.philippseifried.com>
E-mail: mail@philippseifried.com
Phone: *(redacted from publicly available online version - please send an e-mail)*
Address: *(redacted from publicly available online version - please send an e-mail)*, 1060 Vienna
Nationality: Austria
Date of birth: 25.1.1980

Professional Experience

2015-2017

Programmer and game designer at Socialspiel

Mobile tactical RPG “Legacy Quest: Rise of Heroes”, financed by Korean publisher Nexon, reskin of their game “Fantasy War Tactics”:

- Worked as game designer and head writer on the project.
- Responsible for writing the game’s main campaign, including world-building, 140+ pages of dialogue, and character descriptions/backgrounds for over 30 collectible player characters.
- Directed and coached two junior writers.
- Maximized reuse of existing characters, monsters and environment assets from original “Legacy Quest” to reduce production cost.
- Oversaw artists’ implementation of playable characters and enemies.

Mobile action-RPG “Legacy Quest”, financed by Nexon:

- Responsible for design and implementation of all combat-related aspects of the game. Created or rewrote all code related to enemy behaviours and AI (including boss fights), enemy spawning, player controls and movement, weapon behaviour and camera dynamics.
- Responsible for optimizing the game’s performance.
- Contributions in graphics programming, 3rd party API implementation and UI implementation.

2013-2014

Independent developer of mobile game “Ace Ferrara And The Dino Menace”

- Developed a critically well-received and award-winning iOS/Android game by myself (5/5 stars and Game of the Week from AppAdvice, 4/5 stars from TouchArcade, 4/5 stars from 148Apps).
- Created all graphics, code, writing, game design, music and sound effects for the game.
- Produced marketing material such as trailers, a website and press kit for the game, and contacted journalists, resulting in reviews at major iOS and Android gaming websites, as well as features in major magazines and newspapers.
- Wrote shaders, image effects, AI code, a dialogue engine and custom physics.

2012-2013

Programmer at GameGestalt

- Wrote major parts of the client-side C# and AS3 code for Unity-based Facebook game “MintyToons”.
- Created the visual design for the game’s user interface.
- Wrote scripts for Adobe Illustrator, Photoshop, MonoDevelop and the Unity editor to automate asset processing.

- 2007-2012 **Co-founder and CEO of Vienna-based games studio bobblebrook**
- Negotiated contracts with and served as point of contact for international clients such as Disney, Miniclip and Viacom.
 - Co-authored more than twenty Flash games, working on concept, code, art, sound & music and marketing copy.
 - Wrote three self-directed Objective-C-based iOS games.
 - Wrote software for clients in a variety of different platforms and languages, including AS3, Unity, Objective-C, C++ and PHP.
 - Implemented advanced ActionScript projects, including an in-house 3D-engine and a scripting language interpreter.
 - Produced motion graphics for bobblebrook's iOS game trailers.
 - Wrote detailed proposals, game design documents, grant applications and product documentation.
- 2005-2007 **Self-employed media designer and developer.**
 Projects included three motion graphics films for an Austrian Political Party and EU-sponsored research project VIPA, for which I developed educational software used to teach architects at four European universities.
- 2004-2005 **Internship with independent game developer Lev Ledit in Vienna.**
 Developed the Java prototype of MMOG Papermint, which later became a multi-million Euro project with 19 employees.
- 2004 **Internship at Ars Electronica Futurelab in Linz.**
 Developed screen-design and client-side software for two interactive installations for permanent display at the Ars Electronica Center.

Teaching Experience

- 2013-2017 **FH Salzburg, workshop on rapid game prototyping**
Vienna University of Technology, two semester-long weekly courses on game design
FH St. Pölten, several workshops on the Unity Game Engine, supervision of code-related aspects of student projects
FH Joanneum, Graz, workshops on creating procedural art with Processing
FH Joanneum, Graz, Responsive Environments, Unity/Arduino Workshops
FH Joanneum, Graz, workshop on creating video tutorials
- 2006-2008 **Vienna University of Technology, "CAD und Planungsmethodik"**
 Co-taught a series of workshops and lectures aimed at teaching programming and procedural design to students of architecture.
- 2007 **Games College Vienna, "Game Design" and "Scripting"**

Awards and Competitions (Selection)

- 2014 **“Content Award”** for mobile game “Ace Ferrara And The Dino Menace”
Category: “Special Award: Newcomer Games”
- Subotron “Live Pitch”**, winner for “Ace Ferrara And The Dino Menace”
- 2009 **“Content Award”** for bobblebrook’s Flash game “Coign of Vantage”
Category: “Special Award: Game Production”
- 2005 **“Shorts on Screen: Overall Winner”** by Austrian national public service
broadcaster ORF for the animated short film “Neben der Arbeit”,
produced with Patrick Sturm and Joachim Techt.

Public Speaking (Selection)

- 2016 **“Legacy Quest Post Mortem”** with Helmut Hutterer, Gamedev Meetup Vienna
2015 **“Visual Effects in Ace Ferrara”**, PIXEL Vienna
 “Character Design in Ace Ferrara”, GameStage Linz
 “Is That Still Indie?”, Panel at GameCity Vienna, with Rainer Sigl, Jogi Neufeld,
Thomas Mahler, Tiare Feuchtner
- 2013 **“International Indie Games Meeting”**, Panel at Subotron Vienna, with Martin
Jonasson and Josef Ortner

Education

- 2001-2005 **Information Design**
University of Applied Sciences FH Joanneum, Graz, Austria
Graduated with Excellence as “Dipl.-Ing. (FH)” (equivalent to MSc.)
Diploma Thesis: “Particle Casting”, a raytracer using particles instead of rays,
implemented in Java. Nominated for best thesis in a creative major at FH Joanneum.
- 2000-2001 **Telematics**
Technical University, Graz
- 1998-1999 **Russian and linguistics**
Karl Franzens University, Graz
- Languages: German and English (fluent), basics in Italian and Russian