
Robin Marx

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PROFESSIONAL EXPERIENCE

Co-founder and lead game developer

Genk, Belgium

LuGus Studios

September 2011 – August 2014

- Technical lead on various (serious) game projects. Focus on multi-platform and R&D (Unity3D / C#)
- Responsible for project, financial and client management
- Involved in sales and writing (subsidy) project proposals

Programmer analyst (internship)

Washington D.C., USA

ElectionMall Technologies Inc.

January – May 2011

- Developed and linked various webservices and API-endpoints (C#/ASP.NET, WCF, REST)
- Performed updates and maintenance work on existing custom websites and systems (C#/ASP.NET, PHP)
- Aided in revision of company marketing, sales and technological strategies

Mobile and Web developer (summer job)

Hasselt, Belgium

Exuvis

July – September 2010

Lithium (anaXis)

July – September 2008

- Extended and updated mobile applications for iOS, Android and WM (Objective C, C#, Java, C++)
- Implemented Facebook applications with 100.000+ users (PHP, JS, XHTML/CSS)
- Extended large-scale eGovernment back-end systems (PHP, Flex/ActionScript, MVC model)

Mobile developer (summer job)

Hasselt, Belgium

Expertise Center for Digital Media (EDM)

August 2009

- Implemented real-time mobile video conferencing on Android (C++, Java, RTP/SIP)
- Adapted existing internal libraries to Android/Linux build pipeline (C++)

SKILLS (listed in descending order of proficiency per category)

- **Programming languages:** C#, C/C++, PHP, Java, JavaScript, SQL, ActionScript
- **Operating Systems:** Mac/Linux/Windows, Android/iOS/WM
- **IDEs:** MS Visual Studio, MonoDevelop, Eclipse, XCode, Flash Builder
- **Frameworks:** Unity3D, .NET, JQuery, LAMP, Qt
- **Other:** Photoshop, MS Office, Git/SVN

EDUCATION

Master of Computer Sciences (specialization Graphics and Networking)

Hasselt, Belgium

University of Hasselt

September 2006 – July 2011

Graduated Summa Cum Laude with congratulations from the Jury

Theses:

- Gesture Recognition in 2D and 3D (*Signal Processing, Artificial Intelligence, Machine Learning*)
- Dynamic Bandwidth Scalability in Large Scale Networked Virtual Environments
(*Networking Architectures, Game Algorithms, Real-Time Systems*)

Academic course, program and leadership forum

Washington D.C., USA

The Washington Center for Internships and Academic Seminars

January – May 2011

LEADERSHIP ACTIVITIES AND AWARDS

- University of Hasselt Master Award, Valedictorian
- Team-member and co-founder of ExperienceIT (connecting alumni and students)
- Teacher of a computer class at the Washington D.C. YWCA
- Received honorable mention in the Nokia Ubimedia MindTrek Awards
- Tutored 1st Bachelor students, active as student representative for 3 years
- Co-founder of Bellerophon Film Studio