

Name: Mark Oliver Schmitt

Born 02. November 1983 in Tett nang / Germany

Contact: [mark.oliver.schmitt@gmail.com](mailto:mark.oliver.schmitt@gmail.com)

School education:

Duration	Schoolname / Type
1986 – 1989	Kindergarden
1989 - 1993	GuH Niederwangen / Primary School
1993 - 2000	Realschule Wangen / "Middleschool"
2000 - 2003	Wirtschaftsgymnasium Wangen / "Highschool"
2003 - Now	University of Ulm / Studies of Computerscience ( Goal, a "Diplom" degree, equivalent to a mastersdegree ).

Employments:

Duration	Employer	Job description	Details
2000-2005	WinFuture.de <a href="http://www.winfuture.de">http://www.winfuture.de</a>	Programmer Linux-Server- Administator	Partly unpaid (in the beginning), later paid parttime job programming the CMS in PHP4 (CMS Version 3) and PHP5 (CMS Version 4), including design, databasedesign etc., (basically everything except html and css-code and the graphical design) ( Website is currently running with Version 4 )
2004-2006	CAT-Prottec GmbH	Programmer Linux-Server- Administrator	Part time job, linux-server administration and some minor debugging/enhancements of their (already existing) CMS in PHP.
2006	University of Ulm	HiWi / Wissenschaftliche Hilfskraft ( Assistent researcher )	40hours/month: Tutor for a Software internship at the University for 3rd semester computerscientists.
2006 - 2007	University of Ulm	HiWi	40hours/month: Tutor for "Praktische Informatik II" (Applied Computerscience II) for 2nd semester computerscientists (correcting and explaining homework for 10 students)
2007	University of Ulm	HiWi	40hours/month: Administration of CAP-Onlineservices, a medical-research-platform running on several linux-servers at the university, running Gentoo Linux. (which lead to my job at the Institut of Medieninformatik )
2007	University of Ulm	HiWi	80hours/month: Administraton of the Computernetwork of the "Institut für Medieninformatik", including moving the samba/ldap-login-method and userdata to a faculty-wide storage-system (formerly in the institut) - without causing a downtime bigger than 1 hour, on a weekend - migrating all

			<p>computers (i.e. support problems, which with good planning didn't arise ...) to the new login-auth-method and migrate all project-relevant data (seperate storage space) to the faculty-data-servers. Administration of a tomcat-java-server for the institute's website, of a Linux/Windows (dualboot) computerpool with a dozend machines.</p> <p>I also created a special gentoo-bootdisk and wrote some scripts to easily write a diskimage from the institutes server to the machines.</p>
10.2007 - 05.2008	Instituto Atlântico	Trainee	<p>~120 hours/month: Internship at Instituto Atlantico: I've been in two different projects so far, one being a Java-Swing-Project with Fokus on Jasperreports (where i programmed a lot) and a JavaEE/Flex project where i learned a lot, but haven't yet been able to program much. I'll work on the latter till i leave for germany.</p>
06.2008 - now	AlphaTheory	Free programmer	<p>~100 hours/month: Work on the AlphaTheory-project. Java and JavaScript work on a Jboss java application server based on the isomorphic client-server framework and spring with hibernate. I've been working on background-jobs as well as the frontend (user interface).</p>

I've been also working on a variety of private, sometimes very experimental projects to widen my horizon. The following is an incomplete list of projects that i've been involved in. Most of them never been released and were just to test out new ideas. I've been programming since i'm old enough to type, back on a C64 in Basic and later on a 486 in Pascal, C and C++ (first in DOS, then Windows and Linux and now also on other Unix-derivats like Solaris and NetBSD).

Projects I've been working on: (without employment):

Duration	Project name	Description
1992	War of the Worlds	An attempt by a 9 or 8 year old to write a strategy game on a C64 in Basic. It ended up being a small sprite-engine.
1995-1998	Many small Delphi programs	I wrote a dozend smaller and bigger programs with Delphi 1.0 and 2.0 for Windows. Including a reading-program for the PC Action (Game-Magazine) Messaging-Service. They printed a kind of offline-forum on their CD. When they migrated their "reading-program" to Windows95, a friend of mine couldn't use it anymore ... he had a 386 and couldn't run Windows95. So, i reverse engineered the text-format and wrote a program for Win 3.X (16bit, Delphi 1.0) which acutally worked great :). ( i even learned about indexing without understanding much later, that i learned what indexing is ... ;)). Other programs include a text-editor for websites that could insert the most common tags, a small game where you flew around in a spaceship and kill spacemonsters (of course) with a laser-beam and so on.
1999	ImageZine	A viewing-program to read the ImageZine-Diskmag (and listen to music). Written in C in Extended Mode for DOS with VESA. I wrote the

		viewer for two issues, #4 and #5. It's still available for download at <a href="http://www.scene.org">http://www.scene.org</a>
1999-2000	My Realtime-Network-Strategy-Game	An attempt to write a realtime-strategy game (like Command and Conquer, but of course, better). For the first prototypes i used VESA on DOS, later on DirectDraw, DirectSound and DirectPlay on Windows95/98 (with the WatCom C++ IDE).
2000-2005	WinFuture	These years are dominated by my work for WinFuture. I abandoned application/gamedevelopment and focused on Webdevelopment... sadly, this means that there are no more interesting programs to speak of during that period.
2006-2007	TeamSpeak2-Clone	I wrote on a client compatible to the TeamSpeak2 protocoll for VoIP chat in Java (with libSpeex (or rather, a java implementation of it) and Swing). The internal structur is quite nice, it's a multithreaded application with message passing between UI and the core-parts, responsible for decoding and encoding sound (which was one of my main concerns.. i wanted it to be able to run without gui if necessary). Sadly, i ran into trouble encoding speexpackets and with 'Newsspider' around just waiting to get finished, i stopped working on this project. The developers of the official TeamSpeak-client told me, that the next version was about to be released .. this convinced me, that there was no point in continuing my work. However... i should've ... for more than one year, there was no news about the next-generation TeamSpeak. So, in retrospect, i could've released a nice, java, and more important: crossplatform (as far as java is ported...) client. ( The reason why i started working on it was, that my Mac Mini (the old PPC version) couldn't run TeamSpeak on Linux, because it was written for x86 Linux/Windows ... )
2006-2007	Newsspider	A Java-Servlet that read online-rss feeds, saved them in a database and presented them (in dynamic categories) to the visitor. It supported a search-functionality to look for specific topics and saved the (approximate) date and time of the topic that was added to the database. I also wrote a kind of Ajax-search-Form, that is now common on many websites (it dynamically updates the resultset while you type your query) – however, I used a much faster approach that was a little more work to make it fast even on slow (client) machines :) (without using xml, we directly transmitted java-script-code and evaluated it).  I worked on this together with Sebastian Kasberek, who now programs the successor to my CMS for WinFuture.de. This was basically a huge benchmark to demonstrate, that we could use Java Servlets to build the new WinFuture CMS. However, our boss didn't agree. I didn't want to write another CMS in PHP, so i dropped out of the project.
2006-2007	Computergraphik praktikum ( Computergraphic-Internship)	Programming a raytracer for rendering 3D-Scenes from scratch with one other student (Steve Rechtenbach). First assignments were for both of us, the last one (taking up half of the time of the entire internship) was for each one to solve seperately. During that time, i had to read many papers on raytracing, spend hours on end building mathematical models and had very black and very much coffee to drink  Technology: C++, libSDL (graphic output, user input), libboost-threads (for multithreading)

I'm very interested in programming in general. To complement this, I've a well founded background in theoretical and applied (numerical) mathematics and computer science. My study course emphasises theoretical education, but I'm a hands on guy and try to apply everything I learn as soon as possible.

I've been working with the following languages:

- Java as stand-alone, server environment and within java application servers (mainly on Jboss, but also on Websphere).
- JavaScript, in the AlphaTheory project and on several other occasions. I'm well versed in it and have used it stand alone, in combination with PHP and Java, also in combination with XMLRPC (AJAX)
- PHP, the WinFuture CMS was written completely from scratch. Still in use, it's rockstable and didn't have a security flaw to date.
- Perl & Python, have been programming with it, nothing too fancy, but I know my way around.
- C, C++: several university lectures and my own projects