

# Daniel Satanik

# CURRICULUM VITAE

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## Profile

A young developer with a fairly long start-up history. During my 5 years studies in game development, I also worked on multiple web portals and broadened my knowledge about my favorite topics, artificial intelligence (AI) and machine learning (ML). Furthermore, I have certifications and some practice in leading and managing inter-cultural teams. I would describe my working style as a good balance of striving for high-quality and managing resources efficiently.

## Working Experience

<b>Next GmbH, Wiener Neustadt Austria</b> Chief Technology Innovation Officer	March 2017 – June 2018
<b>Österreichisches Bundesheer, Austria</b>	2016 - 2017
<b>Polycular OG, Oberarlrm Austria</b> App Developer	2014 - 2016
<b>meinKauf GmbH, Vienna Austria</b> Junior Developer	2014
<b>Spontaneous Order GmbH, Friedrichshafen Germany</b> Freelance Programmer	2012 – 2014

## Education

<b>University of Applied Sciences in Salzburg (MSc, MMT), Austria</b> Abroad: Spring 2016, Asia Pacific University, Japan	since Oct. 2014
<b>University of Applied Sciences in Salzburg (BSc, MMT), Austria</b> Theses <ul style="list-style-type: none"><li>• 2013 Dynamic Difficulty Adjustment based on Soft Computing</li><li>• 2014 Contextual Reinforcement Learning in Computer Games</li></ul> Internship: 2013 Spontaneous Order GmbH, Germany, Friedrichshafen	2011 – 2014
<b>Technical High School for IT and Organization in Vienna, Austria</b>	2006 – 2011

## Further...

German (native), English (fluent), Japanese (beginner),  
MS (Word, PP, Project, Visio), Adobe (Ps, Ai),  
reading, fitness, series, movies