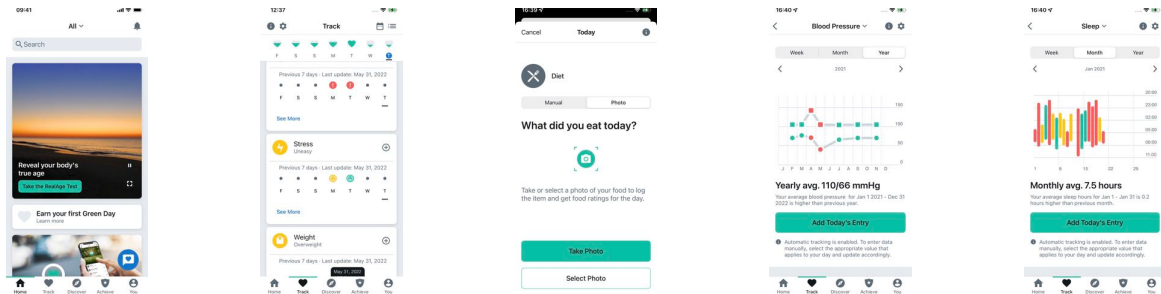**Sharecare: Health & Well-being** is an iOS iPhone based Health App, integrating a combination of client side native and web-based features which consume data obtained via REST interfaces. Tracking is a major vertical for which I am feature lead and developer.


Sharecare: Health & Well-being Screenshots

Handelsblatt Live is an iOS based Newsstand App, utilising the Apple SDK, with extensions to the Framework created for the EXPRESS App (see below.). Additions included multiple updates to issues per day and a keyword based personalisation of articles, authors, themes and shares in the ‚My News' module. Dynamic market-data was obtained via REST interfaces. I had the roles of project manager and developer for this project.
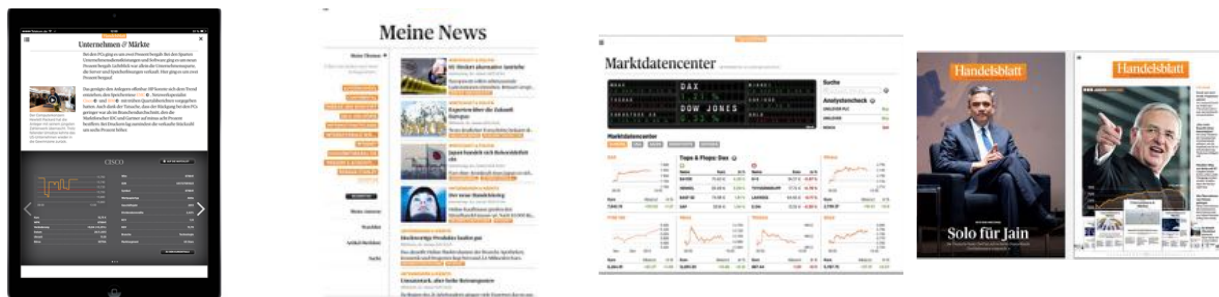
Handelsblatt Screenshots

EXPRESS is an iOS based Newsstand App utilising the Apple SDK. The backend is a CMS feed web-server. The framework created during this project was used for further projects such as Hamburg's ‚Morgen Post' and the ‚Berliner Zeitung'. The content is mostly HTML/CSS based with native modules for weather, galleries, videos and an ePaper kiosk. I had the roles of project manager and developer for this project.
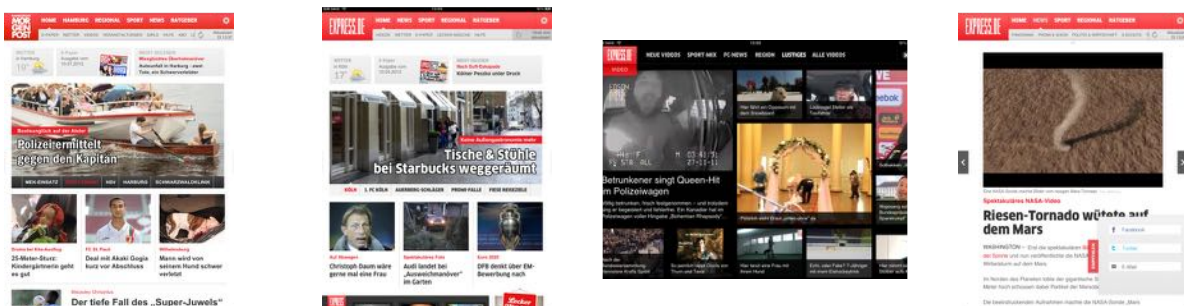

EXPRESS, MoPo and Berliner Zeitung Screenshots

Porsche Christophorus Magazin is an iOS based App. This app won many awards for design and innovation due to its dynamic user experience and high quality production values. I had the role of developer for this project.
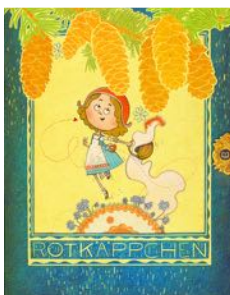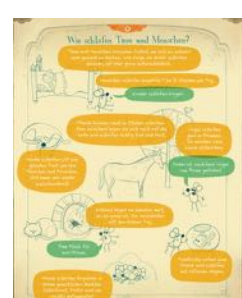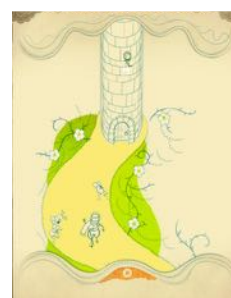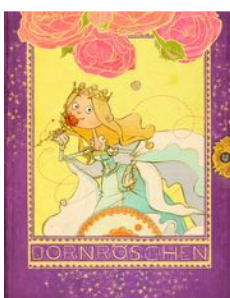
Froschkönig is is an iOS based App (Book) incl. mini-game. It was developed directly on the basis of the Apple SDK. I had the roles of project manager and developer for this project. The framework created during this project was used for a further two books (Rotkäppchen and Dornröschen).
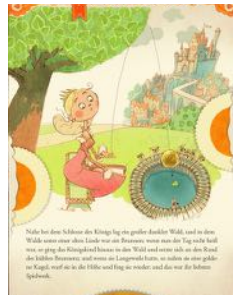
Froschkönig Screenshots

Rotkäppchen Screenshots

Dornröschen Screenshots

Spongebob Jellyfish Jam is an iOS based game for the iPhone. The game was developed using the TGB from GarageGames. For this project I fulfilled the roles of Software Architect and Developer. All of the mini-games were based on my concept for a flexible and versatile rhythm engine.

*Spongebob JellyFish Jam Screenshots*

Sternentänzer is a Nintendo DS based game, developed in C++ based on the BitEngine DS from BitField and the Nintendo DS Nitro SDK. I was both project manager and developer for this project. As developer I was responsible for the riding mini-game for which I utilised the TGB level editor from GarageGames, exporting game data for the DS via purpose written scripts.

Sternentänzer Packaging and Screenshots

Tintenherz is a Nintendo DS based game, developed in C++ based on the BitEngine DS from BitField and the Nintendo DS Nitro SDK. I was both project manager and developer for this project. As developer I was responsible for the story-system.
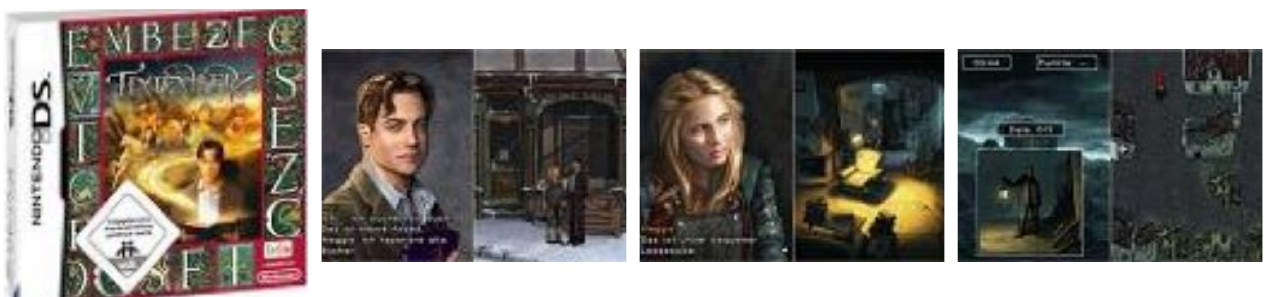
*Tintenherz Packaging and Screenshots*

Retail Application Suite is a presentation platform that was developed during a project for Wincor Nixdorf. I performed as Software Architect for this project and realised the majority of the development work. The system was based on the Torque Game Engine from GarageGames. Changes to the C++ based engine made by me included modifications to the OpenGL rendering layer to achieve the required results.

Retail Application Suite Screenshots

Clash was developed as part of the technology evaluation of the Torque Shader Engine – Early Adopter Version.
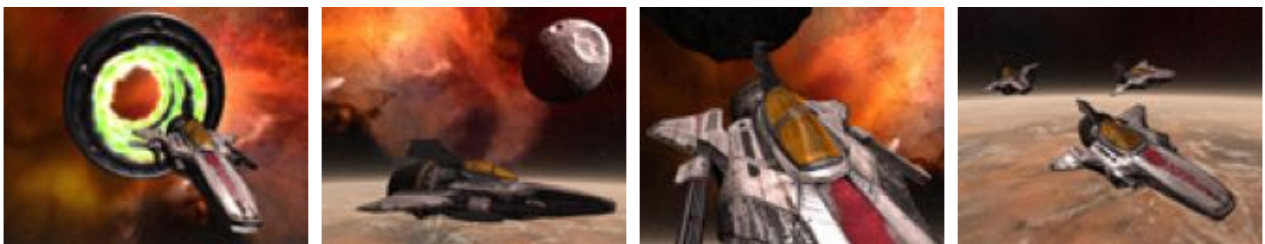
Clash Screenshots

Pacelab Suite is a leading software platform for knowledge based engineering from Pace GmbH. The software offers an integ- rated environment for complex development and planing projects, in particular for tasks within the areas of pre-design and product configuration. In my capacity as Project Manager for Geometry and Visualisation, I supervised the development of several plugins for 2D and 3D Visualisation.

The *Pacelab Suite* is a C# / .NET based Framework which uses a OpenCASCADE/ OpenInventor/ OpenGL based visualisations module written in C++.

Pacelab Suite Screenshots

The first generation of **Pacelab** was a C++ based Framework that was used for many projects and products. The visualisation module used in the Pacelab Suite was originally developed for this platform. As Project Manager I was responsible for its design and development.
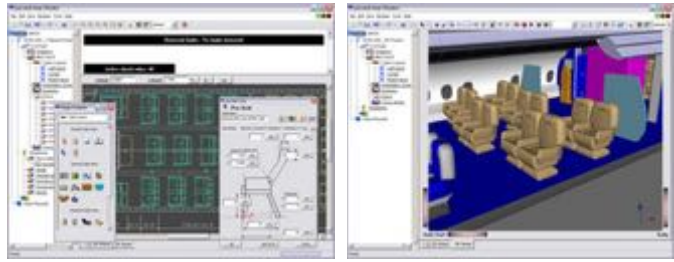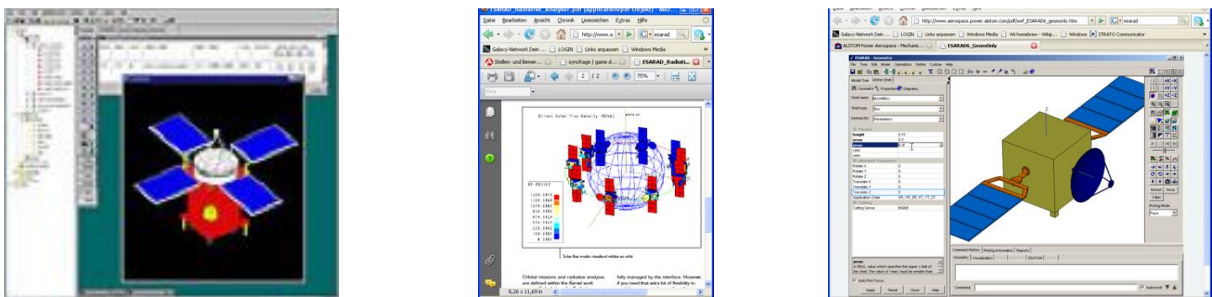

Pacelab Screenshots

The VR system **EVE** was developed between 1998 and 2000. City models of Berlin, Chemnitz, Munich and San Paolo were created and presented. The Berlin city model was presented in the Infobox on Postdamer Platz during the building work. The system was platform agnostic rendering OpenGL on SGI Infinite Reality and OpenGL or DirectX on Win32. A next generation VR system with large dataset techniques such as Imposters, Occlusion-Culling and Automatic Level of Detail as well as Dynamic- Lighting and stereo location specific sound.

EVE Screenshots

ESARAD was a thermal radiative analysis tool developed for the European Space Agency. I was responsible for the development of the 3D geometric modelling and its visualisation as well as the visualisation of the simulation results. The visualisation was PHIGS based with the application written in C / X-Windows/ MOTIF.

ESARAD Screenshots