



CHRISTOPH LIPPHART

WORK EXPERIENCE

NOW

Lead Gameplay/AI Developer

Bongfish GmbH, Graz

- **Gameplay/AI** Developer on **Chef's Arena** in **Unreal Engine 5**
- Engineering Multiplayer projects and being a mentor in **Unreal Engine**

2022

Senior AI Developer

Bongfish GmbH, Graz

- Senior AI Developer **Generation Zero** and **Contraband** in Apex Engine

2018

Gameplay Developer

Bongfish GmbH, Graz

- Developing server-client features for **World of Tanks** in Python with BigWorld Engine

2017

Associate AI Programmer

Splash Damage Ltd., London

- Gameplay and AI development for **Gears Tactics**
- Worked with **Unreal Engine 4** using C++ and Blueprint

2015

Game Programmer

Marmalade Game Studio, London

- Creating the **Rule Engine** for Cluedo in Unity
- Crafted AI for the **Zombies** in RIZE: Zombies using **behaviour trees, ADL and A***.
- Coded the **AI and weapon** abilities of **Mini-Gons** in Transformers - Robots in Disguise.

Master's SECOND SCREEN GAMING FRAMEWORK

Thesis • Cross-platform • Coded in C++ • Lua embedded

EDUCATION

INTERACTIVE MEDIA Passed with Distinction

Master of Sciences in Engineering

University of Applied Sciences Upper Austria - Campus Hagenberg

- Game architecture • Degree programme taught in English
- Developed 4 games in teams of 2-4 people

MEDIA TECHNOLOGY AND DESIGN

Bachelor of Sciences in Engineering

University of Applied Sciences Upper Austria

- Principles of game development
- Created 3 games in teams of 2-4 people

piano
cooking
volleyball
table foosball
advertisement
game developing
video and board games

Software Engineer
Gameplay/AI Lead Developer

Top Facts

Worked with
multicultural,
INTERNATIONAL TEAMS

Personal Indie Game
GLINTLAND
Demo Online

MULTI ENGINE
Experience

ENGINEERED
OWN CROSS-PLATFORM
C++ GAME ENGINE

GET IN TOUCH

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SKILLS

C++ C# Team Player
Python Getting Things Run
Unreal Engine Supportive
Unity Game AI
Software Design Creative
JIRA GIT
SVN PERFORCE

PASSION FOR PROGRAMMING