

Contact

contact@manuelfleck.com

www.linkedin.com/in/manuelfleck
(LinkedIn)

www.manuelfleck.com (Portfolio)

Top Skills

Game Development

Unity3D

Unreal Engine 4

Languages

German (Native or Bilingual)

English (Professional Working)

Certifications

Scrum Master

Honors-Awards

Engineering Scholarship

Scholarship for achievement

Publications

Bachelorthesis: Robustness of emotion recognition using video-based and physiological information

Masterthesis: The evaluation of mouse, gaze and gesture for interactions in AR-Desktops

Manuel Fleck

GameDev & Software Freelancer

Austria

Experience

Freelancer

Freelancer - Software & Game Development

June 2020 - Present (1 year 5 months)

Wien, Österreich

StreamBreak

Co-Founder | COO | Managing Director | Game Dev

January 2018 - Present (3 years 10 months)

Wien

- Create the first platform for interactive live stream advertising and games
- Develop games for many people playing simultaneously on one screen
- Game Developer/Game Designer
- Internal Business Tasks (taxes, contracts, ...)

ClockStone STUDIO

Game Developer Internship

August 2014 - December 2014 (5 months)

Innsbruck

- Unity3d Engine (C#)
- Mobile Game Development
- Porting mobile game to Xbox One

proALPHA

Software Developer Internship

September 2011 - November 2011 (3 months)

Gleisdorf

- Software development in language: OpenEdge ABL (Advanced Business Language)
- Tools developer

Education

Fachhochschule Salzburg - University of Applied Sciences

Master of Science (MSc), MultiMediaTechnology · (2015 - 2018)

Fachhochschule Salzburg - University of Applied Sciences
Bachelor of Science (BSc), MultiMediaTechnology · (2012 - 2015)

Handelsakademie - Commercial Highschool
Matura, Digital Business · (2006 - 2011)