

Malena Klaus

Address

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Date of birth:

7 April 1991

Nationality:

German



EDUCATION

2014 - 2017	It University Copenhagen Master Game Technology
2011 - 2014	University of Applied Science Fulda B.Sc. Digital Media (Media Informatics)
2010 - 2011	University of Applied Science Fulda B.Sc. Electronic Engineering
2010	Rudolf Steiner School Wolfsburg A-Level

EMPLOYMENT

Jan 2020 – April 2020	Sentian.AI, Malmö Project Manager <ul style="list-style-type: none">• Product and project management• Team leadership• Worked with international strategic customer
March 2019 – Dec 2019	Coherence, Malmö Developer <ul style="list-style-type: none">• Unity Development• Showcase Design• Open source development
Oct 2018 – Feb 2019	StoryTourist, Velodrom AM, Malmö Tech lead and lead programmer <ul style="list-style-type: none">• Technical project management• Unity development• Development pipeline setup
Oct 2017 – Feb 2018	Jo-Mei Games, Berlin Gameplay Programmer <ul style="list-style-type: none">• Gameplay programming• Artificial intelligence• Game Design
Jun 2016 – Sep 2017	usTwo Malmö, Sweden Developer <ul style="list-style-type: none">• Gameplay programming• Artificial intelligence• Internet of things (IoT)• Pitch projects
Jun 2016 – Feb 2017	usTwo Malmö, Sweden Master Thesis <ul style="list-style-type: none">• Alternative controller• Reinforcement learning, deep learning• Arduino based hardware

Jul 2015 – May 2016	SHFT Copenhagen, Denmark Developer <ul style="list-style-type: none"> • Gamification • UX, UI and app design • Xamarin development
Nov 2014 – May 2015	Atchik Realtime, Copenhagen, Denmark Gameplay programmer <ul style="list-style-type: none"> • Developing a mobile game • UX, UI and game design • Unity development • Gameplay programming
Mar 2014 - Aug 2014	Fraunhofer Institute for Computer Graphics Research, Darmstadt, Germany Bachelor Student, Research Assistant <ul style="list-style-type: none"> • Developing and documenting X3DOM • Bachelor-thesis: "Design and Implementing a multidimensional interaction concept for the exploration of out-of-core CAD data" Grade: A • Implementation of a Web Viewer for CAD-Data with client-side data & logic management
Sep 2011 to Mar 2014	University of Applied Science, Fulda, Germany Student Teaching Assistant <ul style="list-style-type: none"> • programming lessons in Java • supervising programming checkouts • guidance and explanations for game development with Unity 3d and XNA • welcoming Tutor for the new students
Jan 2012 - Dec 2012	OB//CC (Newspaper and Online-marketing), Fulda, Germany Media and Developer Assistant <ul style="list-style-type: none"> • Daily work for the online platform "Move36" • Filming events, editing videos, interviewing people • Website editing and designing • Programming custom tools

SKILLS

Project Management	Lean and agile methodologies Jira and Confluence Workshop development Inclusivity and culture development
Programming	C# Java JavaScript C, C++ Python
Frameworks/ Engines	Unity 3.x – Unity 2019.3 including the Unity 4.6 UI, DOTS, Burst XNA 4.0 MonoGame Processing 2.x, 3.x OpenGL Ogre3D
Web development	Html 5 CSS 3 Bootstrap X3DOM WebGL
Languages	German: Native speaker English: Fluent Swedish: Beginner
Driving Licence	EU licence

VOLUNTEERING

- Global Game Jam 2016, IT University Copenhagen (Main Organiser)
- GDC 2016 (PR Volunteer for Game Swing)
- Castle Game Jam 2016 (Volunteer Coordinator)
- Geek Girl Mini, Tech workshops for Girls (Workshop lead)
- Global Game Jam Regional Organiser Scandinavia 2017- 2019
- Pink Programming Code Mentor since 2019

PUBLIC ENGAGEMENTS AND SPEAKING

- FlyPrinter Exhibition, Open Fields Riga, Latvia
- FlyPrinter Exhibition, Hybrid Matters Copenhagen, Denmark
- Kickstarted Intimacy – Designing intimate spaces for strangers, Talk at GDC 2018, NGJ 18 and Amaze Berlin 18
- Emotional Engagement through Alternative Controller and AI, Workshop at University of Applied Sciences Europe, in Berlin 2017
- Emotional Engagement through Alternative Controller and AI, Talk at Nordic Game Conference 2017
- The Teddy Controller – A programmer’s hardware adventure, Talk at Geek Girl Meetup Oresund, Malmö, Sweden and The Player of Games conference, November 16
- Emotional Engagement through Alternative Controller and AI, University of Applied Sciences Europe Berlin 2017 and Nordic Game Conference 2017
- Kickstarted Intimacy – Designing intimate spaces for strangers at GDC 2018, NGJ and Amaze Berlin ([Blogpost](#), [Video](#))

INTERESTS AND ACHIEVEMENTS

I am passionate about helping people, especially to aid communication and personal development. I care about inclusion and work actively to create an atmosphere of collaboration in all my endeavours.

I enjoy rock-climbing and hiking. I am a scout, was a scout leader for a long time and very involved with planning and performing camps and other events for around 10 years.

I also like cooking a lot, feel free to ask me about my miso and kimchi adventures.



SENTIAN.AI

2020-03-24

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Sweden

To Whom It May Concern,

It is my pleasure to offer my unreserved recommendation for Malena Klaus. I have worked with Malena as her manager at Sentian AI.

I thoroughly enjoyed my time working with Malena, and came to know her as a truly valuable member of the team. She is honest, dependable, ambitious, self-going, and incredibly hard-working. Beyond that, she is an impressive problem solver, learner, communicator, collaborator, and easy going person who is delivering high quality results.

Her knowledge of team leadership, project management, lean and agile methodologies, and product management, as well as expertise in programming and software development was a huge advantage to her tasks and to the team. She put this skillset to work in order to improve team/project planning, project communication, internal organisation and ways of working, working structures, culture, and to successfully lead development of a project for one of the strategic customers.

Along with her undeniable talent, Malena has always been an absolute joy to work with. She is a true team player, and always manages to foster positive discussions and bring the best out of other employees.

Without a doubt, I confidently recommend Malena to join your team. As a dedicated and knowledgeable employee and an all-around great person, I know that she will be a beneficial addition to your organization.

Please feel free to contact me should you like to discuss Malena's qualifications and experience further. I'd be happy to expand on my recommendation.

Best wishes,
Nenad Pavlovic

Malmö, 2019-02-06

To whom it may concern,

Malena Klaus was employed as Technical Lead for Velodrom AB between October 2018 and February 2019.

During this period she was responsible for the technical development of the StoryTourist application for both Android and iPhone. Her responsibilities included planning and managing the technical scope of the development, supervising the technical staff, managing freelance consultants, reviewing and creating code and some UI work.

Malena has handled the technical tasks with great care. She is a responsible problem solver, and since Velodrom AB is a small startup with limited funds, she has been able to solve issues in creative and innovative ways. Malena has also shared a lot of her knowledge from her previous experience in the games industry to help us set up and streamline tools and routines.

I believe that Malena would be an asset to any organization looking for a structured and hardworking individual and has my recommendation. I wish her the best of luck in the future and confident that she will have a successful career.

Sincerely,

Johanna Forsman,
CEO Velodrom AB