

Profile Carsten Orthbandt

Contact

Carsten Orthbandt
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Personal:

1973 Born in Berlin, Germany
Nationality: German
Gender: Male

Work history:

- 2007 – today Lead Network Consultant in cooperation with keuthen.net
- Online technology for PC, X360 and PS3 versions of "SuperBike 2008" and "MotoGP 2008" (Milestone, Milan, Italy)
 - X360/XLSP client and title server for X360 and client for PS3 versions of "Smack vs. Raw", "WWE Legends" and "UFC Undisputed" (Yuke's, Yokohama, Japan)
 - X360/XLSP client and title server for "MK vs. DC" (Midway)
 - Coaching UnrealEngine networking for "Parabellum" (Acony, Germany)
 - XBL and Games for Windows Live! for "Fuel" (Asobo, Bordeaux, France)
- 2007 - today Managing Partner at pixeltamer.net
Specialisation in online entertainment server technology
- 2007 - today Guest Lecturer
- Högskolan på Gotland (Visby, Sweden) – OpenGL, Game Engine Programming, Network Programming
 - MediaDesign Hochschule (Berlin, Germany) – Game Engine Technology
 - Fachhochschule für Technik und Wirtschaft (Berlin, Germany) – Game AI Programming
 - Games Academy (Berlin, Germany) – Game Programming in C++
 - TU Ilmenau (Ilmenau, Germany) – MMORPG Technology
- 1998 - 2006 Founder and Development Director at SEK Berlin,
Technology Lead for "Wiggles" (Innonics) and "ParaWorld" (Ubisoft)
- 1994 - 1998 Terratools, Potsdam
Lead programmer for "The Race" (Warner Interactive)

Skills:

- Programming languages: C++, C#, Java, JavaScript, PHP, ActionScript, Tcl, GLSL
- Technologies: TCP/IP, GameSpy, Xbox360 networking, XLSP title server, PS3 networking, OpenGL, DirectX, multi-core optimisation
- Programming tools : MS Visual Studio, Eclipse, Adobe FlexBuilder
- Development tools : Perforce, SVN, CVS, VSS, Mercurial, Vtune, CodeAnalyst
- Languages : German (native), English (CFC)

Education:

- 1989-1992 • Industrial electronics technician, Osram Berlin
- 1992-1995 • Applied Computer Science, FHTW Berlin