

# Curriculum Vitae



## Personal Details

Name André Schaarschmidt  
 Web [www.pixelbaker.com](http://www.pixelbaker.com)  
 Date of Birth 26.11.1982  
 Place of Birth Berlin  
 Nationality German

## Career Summary

03.2013 - current VOQUZ Labs, Berlin  
 Developer / Head of Development  
 10.2011 - 02.2013 Rothkirch / Cartoon-Film, Berlin  
 Tool Developer  
 03. - 08.2011 Animal Logic, Sydney  
 Pipeline Developer  
 02.2009 - 02.2011 Rothkirch / Cartoon-Film, Berlin  
 3D Artist / Tool Developer  
 09.2002 - 08.2003 Xerox, Dublin, Ireland  
 Technical Customer Support Agent  
 04.1998 - 08.2002 Different customers, Berlin  
 Web Developer

## Skills

Key Skills Developing and maintaining large-scale software

SAP Tech Knowledge ABAP/ABAP Objects - ABAP Unit Tests  
 WebDynpro - Dynpro - ABAP Web Services  
 Transport Organizer - (q/t/bg)RFC - Translation Tools

Coding & Software

ABAP	■■■■	Python	■■■□	ABAP Workbench	■■■■
C++	■■■□	MaxScript	■■■□	Eclipse	■■■□
Java	■■□□	Bash	■■□□	Visual Studio	■■■□

■■■■ daily use ■■■□ comprehensive skill ■■□□ basic skill

## Educational Details

09.2005 - 08.2008 Diploma Digital Artist,  
 The German Film School, Elstal

## Languages

German Native  
 English Fluent

## Activities and Interests

Board games - European Champion 2011 in Barricade (Malefiz)  
 Sports: Basketball, Billiard and Soccer  
 Organizer of the group "Fun with programmers and other geeks", a technology dedicated 'meetup'

## Professional Experience

### **03.2013 - current**      **VOQUZ Labs, Berlin** **Developer / Head of Development**

*VOQUZ Labs, previously Von Consulting, creates business software products in the field of SAP, specialized in reducing SAP licensing costs and optimizing business processes.*

#### Key responsibilities:

- » "Man in the middle" (in between customers, developers and management)
- » Being in charge of the software development life-cycle
  - » Product Planning, Quality Assurance, Release Management, Maintenance
- » Lead developing new and current software products
- » Dividing work into tasks and assigning them to the development team

#### Key achievements:

- » Major refactoring of code base while converting legacy code to ABAP Objects
- » Implementing vast amount of unit tests to improve product robustness
- » Successfully implementing "The Bug Genie" for bug tracking
- » Delivering product releases on tight deadlines
- » Developing in-house release-building-tools
- » Planing and implementing IT infrastructure, including backup solution
  - » SLES-Server with RAID1 and KVM, virtualizing 6 machines, including 4 SAP systems
  - » Setting up firewall with a Cisco ASA 5505

### **07.2010 - 02.2013**      **Rothkirch / Cartoon-Film, Berlin** **Project "Keinohrhasse & Zweiohrküken"** **Pipeline Developer / Tool Developer**

*Cartoon-Film is a company of up to 50 people using 3ds Max. Collaborating with an Indian and a Chinese studio. Cartoon-Film produces feature films for the German speaking market.*

#### Key responsibilities:

- » Leading the further development of the Trac-based in-house Production Tracking System after surveying Shotgun
  - » Trac is an open source, web project management and tracking application build on Python and is using the HTML templating engine Genshi
  - » I am working with Python for the back end and with JavaScript, jQuery, Genshi for the front end. PostgreSQL is the database management system.
- » Overseeing the development schedule and leading communication between management and development team
- » Improving and maintaining the 3ds Max pipeline including naming convention
- » Developing and integrating MaxScript / .NET / WPF tools
- » Improving and maintaining testing framework for Max files

#### Key achievements:

- » Creating in-house library covered by more than 3100 tests
- » Successfully implemented Hudson for a Continuous Integration workflow
- » Introduced Python layer for better integration & communication of applications
- » Standardised file path management
- » Created a Python BackBurner framework
- » Established framework for preset specific plugin loading on all user desks

## Professional Experience

**03.2011 - 08.2011**      **Animal Logic, Sydney**  
**Project "Coca Cola", "Lego - Star Wars", "BBC Documentation"**  
**Pipeline Developer**

*Animal Logic produces fully animated feature films and VFX for internal block busters, like Matrix, Moulin Rouge, Happy Feet.*

### Key responsibilities:

- » Major refactor of the core tool for the effects department, written in Python.
- » Adding features to several other pipelines tools, all written with Python.
- » Used frameworks like PyQt for GUI enhancements.

### Key achievements:

- » Complete refactor of a vast code base, adding extensive test coverage and documentation to the core effects tool

**09.2009 - 09.2010**      **Rothkirch / Cartoon-Film, Berlin**  
**Project "Laura's Star 3"**  
**Tool Developer, Rigger, Layouter**

### Key responsibilities:

- » Developing and integrating MaxScript/.Net tools
- » Building Unit Testing framework to ensure data quality of Max files
- » Rigging characters & props, including skinning, correction shapes & bone setup
- » Checking and fixing layout scenes

### Key achievements:

- » Developed a tool to show camera-visible set areas, after rough layout is done
- » Designed and developed a prop library reference system, to simplify LOD, exchange, update and prop distribution
- » Set up UNIX backup server with FreeBSD, ZFS in RAID5 and Samba
- » Created automatic camera exporter using MaxScript / .NET, SharpSVN & Npgsql, a .NET adapter for the PostgreSQL database

**02.2009 - 08.2009**      **Rothkirch / Cartoon-Film, Berlin**  
**Project "Laura's Star 2"**  
**Tool Developer, Rendering and Shading Artist**

### Key responsibilities:

- » Developing and integrating MaxScript tools
- » Rendering various scenes with a big amount of grass
- » Lighting and rendering of characters
- » Creating and set up of facial expressions
- » Shading main characters

### Key achievements:

- » Creating a C++ application for calculating shadow colour values of a toon shader, originally archived through trial and error, saving days of work

## Other Work Experience

**09.2002 - 08.2003**      **Xerox, Dublin, Ireland**  
**Technical Customer Support Agent**

- » Technical telephone support for hard- and software related problems

**04.1998 - 08.2002**      **Different customers, Berlin**  
**Web Designer**

- » Web design and Flash programming (ActionScript 1 & 2)