



# Mathias Maier

Caffeine junkie who loves to try out new things.  
and i also like beer

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email: mail@m-maier.com  
born: June 21st, 1995  
nationality: Austria  
address: Softwarepark 41/8  
4232 Hagenberg  
portfolio: www.m-maier.com

## EDUCATION

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since 2014	University of Applied Sciences Hagenberg <i>Media Technology and Design</i>
2009 - 2014	Higher Technical Institute Wels <i>Information Technology</i> - A-levels
2005 - 2009	Secondary Modern school Lambach <i>Informatics</i>

## WORK

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since Sep 2016	mediazz e.U. <i>Founder &amp; CEO</i> - <i>Vereinsplaner.at</i>
Nov 2014 - Jun 2016	artworx GmbH <i>Webdeveloper</i>
July 2014 - Sep 2014	artworx GmbH <i>Summer Internship Webdeveloper</i>
July 2010	SSI-Schäfer Shop Wels <i>Summer Internship IT-Technician</i>

## EXTRACURRICULAR

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since Dec 2012	Board member of the Landjugend Bad Wimsabch <i>Multimedia Representative</i>
Oct 2011 - Feb 2014	Szene1 Entertainment GmbH <i>Event Photographer</i>
since 2010	Member of the Landjugend Bad Wimsbach
since 2006	Volunteer fire brigade Bergham-Kösslwang

## AWARDS

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2016	futurezone award   App of the year <i>Vereinsplaner.at   nominated</i> <i>the winner will be announced on Nov, 10th</i>
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## CERTIFICATES

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A-levels in System- and Information Technology  
Cambridge ESOL Level 1  
CCNA Exploration: Accessing the WAN  
CCNA Exploration: LAN Switching and Wireless  
CCNA Exploration: Routing Protocols and Concepts  
CCNA Exploration: Network Fundamentals

## SKILLS

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### CODING AND SCRIPTING

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Node.js	Java	Ionic
Javascript	JQuery	Sass
HTML 5	CSS	PHP
Bootstrap 3	MySQL	MongoDB

### TOOLS

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PHPStorm	Git	After Effects
Photoshop	InDesign	Premiere
Illustrator	Maya	Atom

### LANGUAGES

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German	native language
English	B2 niveau

### PERSONAL

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motivated	enterprising	teammplayer
flexible	open-minded	confident

## RECENT PROJECTS

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2016	<b>Vereinsplaner.at</b> <i>planning and communication tool for organisations</i> <i>backend with PHP and MySQL</i> <i>web frontend with Bootstrap and jQuery</i> <i>android/iOS app with the Ionic Framework (cordova + angular.js)</i>
2016	<b>emojiclicker.com</b> <i>online clicking game with live visualisation</i> <i>node.js &amp; socket.io for the live visualisation of all players</i> <i>frontend with Bootstrap and jQuery</i>
2016	<b>roundX</b> <i>mobile game for android and iOS</i> <i>made with the construct2 game engine</i> <i>planned release nov 2016</i>

*Check out my other projects in my portfolio: [www.m-maier.com](http://www.m-maier.com)*