

Andreas Jakl, MSc



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Education

10 / 2001 – 06 / 2006

FH Hagenberg (Upper Austria University of Applied Science)

- › Master's program "**Digital Media**"

Thesis: "Auffinden und Verfolgen von einzelnen Worten im Kamerabild von mobilen Endgeräten" (@ Siemens Mobile, Munich)

- › Bachelor program "**Media Technology and Design**"

Thesis 1: "Benefits and Parameters of Shadow in Augmented Reality-Environments"

Thesis 2: "The Workflow of C++ Game-Development on a Series 60 Platform device"

09 / 1996 – 07 / 2000

High School, BG / BRG St. Pölten – Scientific branch

Professional Experience

02 / 2015 – now

Mobility Expert, Tieto Austria GmbH (www.tieto.at)

- › **Software Architect** for strategic, cloud-based Industry 4.0 solution for paper mills, based on Microsoft Azure, HTML5, C# and Machine Learning.
- › **Responsible for mobile offering.** Bid management & **research project coordination.** App estimation, architecture and development for customers including Microsoft and ASFINAG.
- › Innovation prototyping with solutions for **HoloLens or RealSense & Kinect** (e.g., "Sigmund Frog" – a fun way to learn brushing teeth for kids).

09 / 2013 – now

mobility.builders Mobile Developer Event Community (mobility.builders)

- › **Organized 13 after-work events & hackathons** with sessions by domain experts and plenty of time for networking. Community of 400+ mobile developers.
- › **Topics:** Refugee Hackathon, **Smart Health**, User Experience, IoT, etc.
- › **Partners:** Tieto, Microsoft, Oracle, City of Vienna, Red Cross, Usecon, IBM, SAP, etc.
- › Community founder, event organization and marketing.

01 / 2013 – 01 / 2015

Start-up Company "Mopius" (www.mopius.com)

- › **App development** for major customers, including Microsoft and Nokia. Apps were utilized at strategically important events like the Mobile World Congress and the Microsoft Day. Project management, design and development of apps based on Windows Phone 8, Windows 8 and scalable Microsoft Azure backends.

- › **Own award-winning apps**, including “NearSpeak” to connect the Internet of Things with personalized voice messages, or “NFC interactor”, the most powerful NFC reader / writer app for Windows Phone.
- › **Teaching** at the FH Hagenberg as external lecturer. **Technical developer trainings** in Kuala Lumpur, Manila, Nürnberg and for major Austrian IT companies.

05 / 2012 – 12 / 2012

Technical Developer Manager, Nokia in Vienna, Austria

- › Supporting the **app developer community in Central Eastern Europe** on all Nokia platforms (Windows Phone, Qt, Asha / Java ME).
- › **Technical evangelisation** of the Nokia developer offering: launch webinars for Asha Touch development, Nokia Maps for Windows Phone, etc.

03 / 2010 – 04 / 2012

Senior Technical Consultant / Technology Wizard, Nokia HQ in Helsinki, Finland

- › Nokia developer training for **thousands of developers at 50+ technical workshops**.
- › Involved in all of **Nokia’s major strategic events**, including Nokia World, Mobile World Congress, Qt Developer Days, WIMA, Gitex and LeWeb.
- › **Priority support for Nokia’s partners** developing on lead devices.
- › First ever public developer seminars **introducing NFC development**.

10 / 2006 – 02 / 2010

Assistant Professor, FH Hagenberg

- › **Prepared and held courses** in the field of mobile development (including Symbian, Java ME and Android), machine learning, user interaction and scientific working.
- › Built networks and **organized collaborations**, for example with Symbian Academy and Forum Nokia Pro University (only 20 universities worldwide).
- › Supervised student projects and Bachelor / Master Theses; selected projects have been featured on **engadget.com and The New York Times**.
- › Created the **portal symbianresources.com**, a marketing and information platform highlighting student projects. Attracted more visitors than the campus homepage.

08 / 2004 – 2008

Sole Proprietorship “Mopius”

- › “The Journey I+II”: **The world’s first location based mobile adventure games**, featured on TV and won several awards.
- › Developed an **innovative game** for preloading on a Siemens / BenQ Mobile phone.

02 / 2006 – 09 / 2006

Master’s Thesis, then Developer, BenQ Mobile in Munich, Germany

- › Research in the field of **computer vision** for a new real-time mobile application related to optical character recognition and translation.
- › **Mobile 3D development** for an augmented reality navigation solution.

10 / 2004 – 02 / 2006

Teaching Assistant, FH Hagenberg

- › **Seminars** on development for mobile phones using Symbian OS.
- › **Project supervisor** for several student projects targeting mobile phones.

02 / 2004 – 10 / 2004

Internship & Working Student, Siemens Mobile in Munich, Germany

- › Successfully implemented an **augmented reality gaming project** for pre-loading in a very limited timeframe. Responsible for development and parts of the project coordination.
- › Produced a complete 3D game based on **real-time optical marker tracking** for mobile phones. Responsible for the project itself, design and development.
- › **Optimization** of a previously finished game, resulting in a significant performance increase and 25% decrease in size.

03 / 1999 – 2006

Web Developer for Tiscali GmbH, GamesDynamite Ltd and Addcom AG

- › Creation of **videos and advertisements** for use on the web and on cover CDs of gaming magazines.
- › Developed an **open source suite of web tools** for content handling, downloaded more than 140,000 times. Best rating in web scripts download portals.
- › Implementation of new **backend features** for large gaming websites.

Certifications

- › **Microsoft MVP** (Most Valuable Professional) for Windows Development: 2014, 2015, 2016. <https://mvp.microsoft.com/en-us/PublicProfile/5000659>
- › **Nokia Developer Certified Trainer**: 2013 – 2014
- › **Officially Certified Qt Developer**: 2010 +
- › **Nokia Developer Champion**: "Recognition and reward program for top mobile developers from around the world": 2007 – 2009, 2013

University Teaching & Supervision @ Mobile Computing, Hagenberg

- › **WS 14**: Mobile App Development with Qt (Bachelor, external lecturer)
- › **WS 13**: Mobile App Development with Qt (Bachelor, external lecturer)
- › **SS 13**: Cross-Platform Mobile Development with HTML5 (Master, external lecturer)
- › **WS 12**: Mobile App Development with Qt (Bachelor, external lecturer)
- › **WS 09**: Software Development with C++ & Symbian OS / Qt (Bachelor), Scientific Working (Bachelor), Introduction to Software Development (Bachelor)
- › **SS 09**: Software Development with Java ME and Android (Bachelor), Interaction Technology (Master)
- › **WS 08**: Mobile Operating Systems (Master), Software Development with C++ & Symbian OS / Qt (Bachelor), Introduction to Software Development (Bachelor)
- › **SS 08**: Symbian OS Advanced (Bachelor), Scientific Working (Bachelor), Interaction Technology (Master)
- › **WS 07**: Mobile Operating Systems (Master), Introduction to Symbian OS (Bachelor), Java ME (Bachelor)

- › **SS 07:** Symbian OS Advanced (Bachelor), Interaction Technology (Master), Scientific Working (Bachelor)
- › **WS 06:** Mobile Operating Systems (Master), Introduction to Symbian OS (Bachelor)

Sucessfully Funded Research Projects

- › **FFG:** Mobilität der Zukunft – PlayMobi (2014)
- › **NetIdee:** NearSpeak – Augmented Reality for Visually Impaired People (2014)
- › **NetIdee:** Cross platform, open source NFC / NDEF library (2013)

Organized Events / mobility.builders Community

- › **Mobile Developer After-Work #13 – Mobile Community** (14.12.2016)
~35 Attendees, @Tieto
- › **Mobile Developer After-Work #12 – New Virtual Worlds: Augmented & Virtual Reality in Practice** (29.11.2016)
w/ Oracle, Tieto
~60 Attendees, @Oracle
- › **Refugee Hackathon** (15.3.2016)
w/ Federal Ministry for Europe, Integration and Foreign Affairs, City of Vienna, Austrian Red Cross, netidee, Microsoft, Tieto
54 Attendees, @Microsoft
- › **Mobile Developer After-Work #11 – Creating Business Apps** (15.3.2016)
w/ Oracle, FOEX, Tieto
62 Attendees, @Oracle
- › **Mobile Developer After-Work #10 – User Experience** (15.12.2015)
w/ Microsoft, Usecon, Tieto
43 Attendees, @Microsoft
- › **Mobile Developer After-Work #9 – Smart Health & Co** (18.11.2015)
w/ St. Pölten University of Applied Sciences, Wirtschaftsagentur Wien, City of Vienna, EFRE (European Union), Microsoft, Tieto
53 Attendees, @meetingpoint.Mediatower, Schwedenplatz
- › **Mobile Developer After-Work #8 – Windows 10 & Wearables** (16.6.2015)
w/ Microsoft, Tieto
35 Attendees, @Tieto
- › **Mobile Developer After-Work #7 – Xamarin Cross Platform Mobile Dev** (9.4.2015)
w/ Xamarin, Telerik, Fotec, Microsoft, Tieto
83 Attendees, @Microsoft
- › **Mobile Developer After-Work #6 – Christmas** (10.12.2014)
w/ IBM, Nokia Developer, GPN Telecom, Petra Chiba (voice trainer), Mopius, Tieto
44 Attendees, @IBM

- › **Mobile Developer After-Work #5 – Open Source** (14.10.2014)
w/ UBIT, Sportsbook Software AG, City of Vienna, netidee, Mopius, Tieto
56 Attendees, @Wirtschaftskammer, UBIT
- › **Mobile Developer After-Work #4 – Summer Talks** (1.7.2014)
w/ V-Play, Nokia Developer, Microsoft, Mopius, Tieto
32 Attendees, @Microsoft
- › **Mobile Developer After-Work #3 – Windows Phone & Nokia X / Android** (7.5.2014)
w/ Nokia Developer, SAP, Xamarin, Axure, Microsoft, Mopius, Tieto
64 Attendees, @Microsoft
- › **Windows Phone Developer After-Work #2** (23.1.2014)
w/ Mopius, Tieto
29 Attendees, @Tieto
- › **Windows Phone Developer After-Work #1** (23.10.2013)
w/ Mopius, Tieto
32 Attendees, @Tieto

Lectures & Talks

- › **How to bring people to new worlds?:** Capstone, Forum Media Technology, FH St. Pölten (2016)
- › **Indoor navigation opens limitless possibilities:** RoX User Experience Conference, UseCon (2016)
- › **Connected & Disconnected Apps with Azure Mobile Apps and Xamarin:** Xamarin Dev Days, Microsoft (2016)
- › **Keynote – The Better Reality: HoloLens & RealSense:** Build 2016 Recap, Microsoft (2016)
- › **How Kids Learn Brushing Teeth with Augmented Reality:** Dietmar Dahmen Show, Gartenbaukino, Wien (2015)
- › **Welche neuen Szenarien ermöglicht Windows 10 für Bluetooth LE, Beacons und NFC?:** MVP Fusion Live Online Conference (2015)
- › **Mobile Test Automation:** Mobile Developer After-Work #7 – Xamarin, Microsoft (2015)
- › **Mobile App Development with Qt:** Course for Bachelor's Degree Mobile Computing, FH Oberösterreich, Campus Hagenberg (2014)
- › **WinJS, Apache Cordova & NFC:** ADC X, Mannheim (2014)
- › **Your Mobile Orchestra with Windows Phone:** Codeweek EU, Museumsquartier (2014)
- › **Cross Platform NFC in HTML5 Apps with Apache Cordova:** Mobile Developer After-Work #5 – Open Source, Wirtschaftskammer Wien (2014)
- › **Development with Kinect v2:** Gaming Hackathon, Microsoft (2014)
- › **Nokia X: Einfache Portierung von Android-Apps:** Developer Week, Nürnberg (2014)

- › **Das Smartphone-Orchester - Lautstarker NFC Einsatz am Windows Phone:** Microsoft Day, Hofburg Wien (2014)
- › **Advanced Windows Phone Training:** Online Training for Nokia Egypt (2013)
- › **NFC in practice: creating cross-platform services:** Mobile Developer Conference Compact, Hamburg (2013)
- › **Reach the limits: the 41 MP camera of Windows Phone 8:** Developer Conference, Hamburg (2013)
- › **Lumia App Lab:** Developing NFC Apps in Windows Phone 8: Webinar for Nokia (2013)
- › **Cross platform development / HTML5:** Course for Master's Degree Mobile Computing, Upper Austria University of Applied Sciences, Campus Hagenberg (2013)
- › **Nokia Asha Developer Training:** Budapest Technical University, Hungary (2013)
- › **4 Day Nokia Developer Training:** for Nokia in Kuala Lumpur, Malaysia + Manila, Philippines (2013)

2012 and earlier: Technical Evangelist for Nokia with Workshops, Trainings and Hackathons around the world, including at major events like Mobile World Congress (Spain), Nokia World (UK), Gitex (Dubai), LeWeb (Paris), Assembly (Helsinki).

Awards & Open Source Projects

- › **Junction 2016 Hackathon:** Winner of European Space Agency category (100k€ funding) with project "HoloAstic Transport Visualization" (Microsoft HoloLens)
- › **Universal Beacon Library:** Bluetooth Beacons (including Eddystone by Google and Apple iBeacons) for Windows 10. <https://github.com/andijakl/universal-beacon>
- › **NFC / NDEF Library:** only open source library & example apps for Windows. Development partly funded by NetIdee. <https://github.com/andijakl/ndef-nfc>
- › **NXP MIFARE Awards:** 2nd place
- › **INiTS Accelerator:** One of 10 teams accepted into the Startup Bootcamp
- › **Go Silicon Valley:** Chamber of Commerce
- › **AppCampus:** Selected and funded project "NearSpeak"
- › **Nokia Create Contest:** Runner-up – Maps & Places
- › **WIPJam DemoCamp:** Winner – Pitching contest of 15 mobile apps at the Mobile World Congress, Barcelona
- › **LumiaGeek 8week Challenge:** Winner – "NearSpeak", store multi-language voice messages on NFC tags

Before 2013 (selection)

- › **World Summit Youth Award:** Winner – "Mobile Doctor", a mobile, web-based application for quick medical help in emergency situations for developing countries
- › **Austrian State Price for Multimedia and e-Business**
 - Winner – "RealReplay", a competitive multi-user, real-life racing game
 - Finalist – "The Journey", world's first location-based mobile adventure game

- › **Europrix Multimedia Award**
 - 3x Finalist – “RealReplay”, “The Journey” and “ShakerRacer”, an RC-car that is completely controlled by motions of a mobile phone
- › **Other awards include**
 - Nokia N-Series Developer Competition
 - Forum for Mobile Communication FMK
 - Mobile Fun Awards – “Most Innovative Mobile Game”
- › Wrote **book chapter for “Qt for Symbian”** book, published by Wiley

Miscellaneous

I love ... Playing board games (favorite: Ticket to Ride), Geocaching (1,030 found so far), working on fun projects like a Kiss Machine with Microsoft Kinect or a Raspberry Pi public transport departure monitor

Languages German (native), English (advanced), French (basic level)