

Dr. Martin Faust
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28359 Bremen

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Objective Seeking a senior position to utilize my experience of large-scale software architecture, design, and development.

Skills

<i>Creative Thinking</i>	bring in new ideas in challenging situations
<i>Decision Making</i>	the ability to decide
<i>Risk Taking</i>	take over responsibility for decisions
<i>Sales Ability</i>	develop and expand existing customers
<i>Experience</i>	15 years

Languages German (native language)
English

Family Status married, 2 children

Nationality Deutsch

Day of Birth 26.6.1973

Experience

since Mar 2014 **Technical Project Management/Software Architect**
encoway, Bremen

- Software for multichannel sales of product variants.
- Product Configuration. Price Calculation. Quote Generation.

Technologies: Java, Tomcat, HTML, SAP LO-VC

Nov 2013 – Mar 2014 **Senior Software Architect/Developer**
8.2 Monitoring, Hamburg

- Position: Architekt & Lead Developer
- Condition Monitoring von Windenergie-/Solaranlagen

Technologies: C++, QT4, Linux, Windows

Aug 2009 – Nov 2013 **Senior Software Architect/Developer, Project Manager**
BTC Business Technology Consulting AG, Oldenburg

- Position: Architect & Lead Developer, Project Manager
- Project management and customer support
- Research projects, fair management
- Training courses
- Application areas: Smart Grids, CIM, IEC 61850, Virtual Power Plants
- Wind Power Prediction,

Process Model: SCRUM
Technologies: .NET 4, Silverlight, Web Services, XML, IronPython, Java 2 EE

- Mar 2007 – Sep 2009 **Managing Director**
TZI – Center for Computing and Communication Technologies, Bremen
- Development and managing of cooperation with industrial partners
 - Fair organization (IEEE Oceans 2009, Intergeo 2008)
 - Writing and coordination of research proposals
 - Development of a GIS system (maps.bremen.de)
 - Technology transfer, e.g. display of web sites for color blind people
 - Initiation of an audio special interest group
 - Courses on computer games, audio, image processing
- Technologies: C++, C#, Windows/Linux, HTML5, JavaScript
- Jul 2001 – Feb 2007 **Research Assistant**
artecLab://art/work/technology, University of Bremen
- Main topics: Mixed Reality, e-Learning, Computer Games
 - EU IST Projects on Mixed Reality and e-Learning
 - Technical organization of the SuperComputing 2001 conference
 - Courses
- Technologies: HTML, JavaScript, VRML, C++, Java
- Oct 1998 – Jun 2001 **Software Developer**
STN ATLAS Electronic GmbH, Bremen
- International Software Project (3D graphic programming)
 - Distributed Simulation (DIS/HLA)
 - Parallel programming
 - Documentation
- Process model: V-Modell
Technologies: C++, Ada, OpenGL, 3D modeling

Studies

- Apr. 2008 **PhD (Magna Cum Laude)**
"Multi-Perspektivität in Modellierung und Simulation"
Aim of the work is to investigate how bridges between different models of one system can be created. By linking these different perspectives together a deeper understanding of the system and its behavior will be achieved.
- Oct. 1993 – Jul. 1998 **Computer Science (Diploma)**
University of Bremen
- Final grade: 1.1, Diploma thesis: 1.0
- 1998 Participant **European School on Graph Transformation**
- Dec. 1995 – Apr. 1998 **Student worker**
artec, University of Bremen
- Exhibition at the Hannover Industrial Fair, 1996
 - Invited talk at TU Vienna
 - Programming and system design for national project RUGAMS
- May 1992 **Secondary School** (major in mathematics and physics)
Gymnasium, Achim

Competences

Qualifications and Certifications

- Software Architecture (by Prof. Dr. Michael Stal)
- Conflict management
- Leading without disciplinary authority
- SCRUM (by oose)

Methods and Tools

- Agile Models (SCRUM, XP)
- V-Model
- CMMI (Basic Knowledge)

IT/Technical Experience

- *Software Architecture*: UML, DSL, Muster, Component oriented Software, SOA, Real time systems, Agents, distributed software architectures
- *Java/Scala*: Java SE/EE, Eclipse, IntelliJ, Scala basics, Android
- *.NET*: C#, IronPython, .NET Framework 4, IIS, Visual Studio, SharpDevelop, Development with Mono under Linux
- *Web*: HTML5, JavaScript, WebSockets, CSS, Silverlight, PHP, ASP.NET
- *Databases*: MS SQL, PostgreSQL, MySQL, MongoDB, Oracle
- *Middleware*: WCF, Web Services, Messages, P2P Ansätze
- *Operating Systems*: Windows, Linux, Irix, QNX
- *Programming Languages*: C/C++, C#, Python, Java, JavaScript, Ada, Prolog, Scala
- *Security*: SSL, VPN, Algorithms and best practices
- *Design*: Media design, User Experience

Management:

- Project acquisition and management
- External Marketing and presentation
- Budget responsibility
- SCRUM Master

Domains

- Energy
- Wind
- Media, Game
- Web
- Geographic Information Systems (GIS)

Personal Interests

- Music: algorithmic music, electronic music
- Nature as an inspiration and balance
- Books, e.g. Gharajedaghi, Systems Thinking: Managing Chaos and Complexity
- Cultures in general. I've learned much about cultures from my wife, colleagues and others.

Project Experience (Excerpt)

i-Protect (BMW)

Domain: Energy

Period: Nov. 2012 - Nov. 2015

Role: Expert Power Grid, Sub Project Manager, Software Developer

i-Protect explores novel protection and control technology for electric power networks under the program "grids for the power supply of the future."

BTC Control Center (Product line)

Domain: Energy

Period: 2011 – Dec. 2012

Role: Software Architect/Developer, Consultant

Activities:

- Software architecture design, reviews and coordination of subprojects
- Customer support and training
- Development and prototyping of visionary ideas and presentation
- Business development, i.e. preparation and representing on HMI fair booth

Callux – Energy monitoring of fuel cells

Domain: Energy

Period: Apr. 2010 – 2011

Role: Project Manager, Software Architect/Developer

Activities:

- Planning of milestones, customer support, controlling
- Conception of the architecture, Implementation

WindFarmCenter 2012 Architecture

Domain: Wind

Period: Jan. 2011 – Mai 2011

Role: Software Architect

Activity:

- Architecture conception and consulting

Transformer Security Management

Domain: Energy

Period: Nov. 2009 – Nov. 2010

Role: Project Manager, Software Architect/Developer

Activities:

- Planning of milestones, customer support, budget controlling
- Planning of milestones, customer support, controlling
- Design and implementation

maps.bremen.de

Domain: Geographic Information Systems, Web

Period: 2008 – 2009

Role: Project Manager, Software Architect/Developer, Marketing

Activities:

- Planning of milestones, Partner coordination
- Customer acquisition management
- Architecture design and implementation
- Operation of the infrastructure

3D Graphic Programming

Domain: Media

Period: Oct. 1998 – Jun 2001

Role: Software Developer

Activities:

- Implementation
- Quality assurance of an external software library (american company)

Teachings (Excerpt)

SS 2008

- *Advanced Topics: Image Processing Algorithms behind GIMP/Photoshop*
Master Digital Media, English, VAK: 03-05-H-804.5x, 2 SWS, 4 ECTS, Martin Faust, Rainer Malaka
A detailed look behind technologies of digital media: from algorithms and math to implementation questions. The lecture in SS'08 will focus on graphic filters and effects of GIMP/Photoshop, real-time applications on multiple CPU's (e.g. on PS 3) and other topics.
- *BlendaX Student Project*
VAK: 03-05-H-902.61, 4 SWS, Rainer Malaka, Martin Faust, and Marc Herrlich

WS 2007/2008

- *Audio Programming*
Master Digital Media, English, VAK: 03-05-H-804.5s, 2+2 SWS, 6 ECTS, Martin Faust
This course introduces low level audio programming as well as applications in different domains (games, performances, electronic music). The aim is to understand the basic of audio programming of effects, _t, and compression. From an application point of view the course will have a closer look at applications of audio programming (e.g. algorithmic sound generation, adaptive music).
- *Embodied Interaction*
Master Digital Media, English, VAK: 03-05-H-804.5r, 2+2 SWS, 6 ECTS, Rainer Malaka, Robert Porzel, and Martin Faust
Embodied interaction takes the user and the computer system within their context and physical environment into account. Applications are used in complex real-world settings and their meaning (for the user) will evolve in the course of action.
- *BlendaX Student Project*
VAK: 03-05-H-902.61, 4 SWS, Rainer Malaka, Martin Faust, and Marc Herrlich

WS 2006/2007

- *Multiplayer Game Design and Algorithms*
VAK: 03-05-H-804.50, 2+2 SWS, 6 ECTS, Martin Faust and Daniel Cermak-Sassenrath
The lecture introduced Networked and Multiplayer Games. From Split-Screen to Massively Multiplayer Games

WS 2005/2006

- *Games in Caves*
VAK: 03-804.50/1, 2+2 SWS, 6 ECTS, Martin Faust and Daniel Cermak-Sassenrath
We used my Doom3Arena DOOM 3 Modification to create games in a CAVE environment

WS 2004/2005

- *Action Beyond the Screen*
VAK: 03-804.51, 2+2 SWS, 6 ECTS, Martin Faust and Daniel Cermak-Sassenrath
Interaction beyond mouse, keyboard, and joystick. The students were required to build hardware devices that fit their games.

WS 2004/2005

- *Computer Games: Fascination and Technique*
VAK: 03-804.22, 2+2 SWS, 0 ECTS, Martin Faust and Daniel Cermak-Sassenrath
Hacking old school games.

Publications

Faust, M. (2014). Lesbare Dokumentationen mit XSD. Erstellung, Validierung, Dokumentation. Java Magazin, 6.14 (Article).

Faust, M. (2008). Enhanced Color To Gray Conversion. Journal of Graphic Tools (JGT), 13(2). (Article).

Faust, M. (2007b). Simple Ontology Support for C#. Extending the class hierarchy with semantic information. The Code Project. (Article, Online).

Faust, M. (2007a). Feedback in Pervasive Games. In Magerkurth, C. and R ocker, C., editors, Pervasive Gaming Applications - A Reader for Pervasive Gaming Research, volume 2. Shaker Verlag. (Book).

Faust, M. and Yoo, Y.-H. (2006). Haptic Feedback in Pervasive Games. In 3rd International Workshop on Pervasive Gaming Applications (PerGames), Dublin, Ireland. (Conference).

Faust, M. and Cermak-Sassenrath, D. (2006a). Airkanoid. one night in asia, Bremen, Germany. (Exhibition).

Faust, M. and Cermak-Sassenrath, D. (2006b). Airkanoid. Opening of ComputerArt 2.006 Exhibition, Gladbeck, Germany. (Exhibition).

Faust, M. (2006). Computerspiele - Von der Skizze zum Spiel. Presentation Stadtbibliothek Bremen, Germany. (Talk).

Faust, M. and Müller, D. (2006). Low cost entry into education for ubiquitous automation. In 9th IFAC Symposium on Automated Systems Based on Human Skill And Knowledge, Nancy, France. (Conference).

Cermak-Sassenrath, D., Faust, M., and Rosch, H. (2005). AirKanoid - Visual Presentation vs. Physical Proximity in Mixed Reality Entertainment Applications. In 2nd International Workshop on Pervasive Gaming Applications (PerGames), Munich, Germany. (Conference).

Faust, M. and Cermak-Sassenrath, D. (2005). Airkanoid. Animotion Festival, Bremen, Germany. (Exhibition).

Faust, M. and Robben, B. (2005). Sound-Ästhetik von Eingabegeräten - Klangdimensionen. In HyperKult 14 - AudioKult und Hypersound? Aesthetics and culture of digital audio media, Lüneburg, Germany. (Conference).

Bruns, F. W., Erbe, H.-H., and Faust, M. (2005). Engineering Future Laboratories. In Müller, D., editor, impuls: MARVEL Mechatronics Training in Real and Virtual Environments, Vol. 18, pages 83-91. (Conference).

Bruns, F. W., Faust, M., and Robben, B. (2004). Human-Machine Systems and Performing Art. In Proceedings of 9th IFAC Symposium on Analysis, Design, and Evaluation of Human-Machine Systems, Atlanta, USA. (Conference).

Faust, M. and Cermak-Sassenrath, D. (2004a). Neue Schnittstellen für Spiele. Gesellschaft für Informatik Bremen, Germany. (Talk).

Courtiat, J. P., Davarakis, C., Faust, M., Grund, S., Kaufmann, H., Mwanza, D., and Totter, A. (2004). Evaluating Lab@Future, a collaborative e-learning laboratory experiments platform. In Proceedings of EDEN 2004 Annual Conference, pages 440-445, Budapest, Hungary. European Distance and E-Learning Network (EDEN). (Conference).

Baudin, V., Faust, M., Kaufmann, H., Litsa, V., Mwanza, D., Pierre, A., and Totter, A. (2004). Lab@Future - Moving Towards the Future of E-Learning. In Courtiat, J. P., Davarakis, C., and Villemur, T., editors, Proceedings of Technology Enhanced Learning Workshop at IFIP World Computer Congress, pages 3-18, Toulouse, France. Springer, Boston. (Conference).

Faust, M. and Cermak-Sassenrath, D. (2004b). Olympic Run. In Proceedings of GIWorkshop 'Methoden und Werkzeuge zukünftiger Computerspiele', Ulm, Germany. (Conference).

Faust, M. and Bruns, F. W. (2003). Mixed Reality Web Service: Air through the Internet. In Proceedings of Technology Enhanced Learning, Milan, Italy. (Conference).

Rosch, H. and Faust, M. (2002). 3D User Interfaces und Ergonomie - Ein Gegensatz? Workshop at Mensch und Computer, Hamburg, Germany. (Workshop).

Faust, M. (2002). Graph Computing Environment. In Proceedings of Applied Graph Transformation (ETAPS), Grenoble, France. (Conference).

Faust, M. (1997). Virtual Reality Träume mit OpenGL. Linux-Magazin, (12):11-17. (Magazine).

Certificates

Promotionsurkunde

Die Universität Bremen verleiht durch den Fachbereich 3 – Mathematik und Informatik –

Herrn Martin Faust

geboren am 26. Juni 1973 in Bremen

den Grad eines

Doktors der Ingenieurwissenschaften (Dr.-Ing.)

aufgrund des Kolloquiums am 22. Januar 2008 und der Dissertation mit dem Titel:

Multi-Perspektivität in Modellierung und Simulation

Die Promotionsleistung wurde mit dem Prädikat „magna cum laude“ bewertet.

Bremen, den 7. Februar 2008



Der Rektor


Prof. Dr. Wilfried Müller

Der Dekan


Prof. Christian Freksa, Ph.D.

DIPLOM

Herr Martin Faust

geboren am 26. Juni 1973 in Bremen

hat am 8. September 1998 die Diplomprüfung gemäß Diplomprüfungsordnung der
Universität Bremen für den Studiengang Informatik vom 22.12.1993 bestanden.

Aufgrund dieser Prüfung wird ihm der akademische Grad

Diplom-Informatiker

(Dipl. Inf.)

verliehen

Das Thema der Diplomarbeit lautet:

GRACEland

Ein 3D-Editor und Interpreter für die graph- und regelbasierte Sprache

GRACE

Bremen, den 9. September 1998

Fachbereichssprecher



Prof. Dr. B. Krieg-Brückner



(Siegel)

Die stv. Vorsitzende
des Diplomprüfungsausschusses



Prof. Dr.-Ing. Ute Bormann

DIPLOM-ZEUGNIS

Im Studiengang Informatik

Herr Martin Faust

geboren am 26. Juni 1973 in Bremen

hat das Diplom im ordnungsgemäßen Verfahren erlangt, dabei erfolgreich im Projekt
RUMpv Rechnergestützte Übergänge zwischen Modellen physischer und virtueller
Realität

mitgearbeitet, eine Diplomarbeit zum Thema
GRACEland

Ein 3D-Editor und Interpreter für die graph- und regelbasierte Sprache GRACE
verfaßt und folgende Prüfungsleistungen erbracht:

Diplomarbeit	<u>"sehr gut"</u>
Studienbegleitende Leistungsnachweise	
Theoretische Informatik	<u>"gut"</u>
Praktische Informatik I	<u>"sehr gut"</u>
Praktische Informatik II	<u>"gut"</u>
Angewandte Informatik	<u>"sehr gut"</u>
Fachprüfungen	
Theoretische Informatik	<u>"sehr gut"</u>
Praktische Informatik I	<u>"sehr gut"</u>
Praktische Informatik II	<u>"sehr gut"</u>
Angewandte Informatik	<u>"gut"</u>
Projekt	<u>"sehr gut"</u>

Gesamtnote: "sehr gut"

Bremen, den 9. September 1998



(Siegel)

Die stv. Vorsitzende
des Diplomprüfungsausschusses



Prof. Dr.-Ing. Ute Bormann

Die Prüfung wurde abgelegt nach der Diplomprüfungsordnung Informatik der Universität Bremen vom 22.12.1993

BTC AG

verleiht das

Abschlusszertifikat

für

Martin Faust

für

Teilnahme am *Softwarearchitektur Intensiv-
Workshop*, 15.11.-17.11.2011, Oldenburg



„Software
Architecture is
about the important
things“
Martin Fowler

Michael Stal

17. November 2011

Prof. Dr. Michael Stal, 17.11.2011

Teilnahmebescheinigung

Hiermit bestätigen wir die Teilnahme von

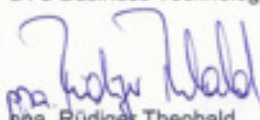
Dr. Martin Faust

an folgendem Seminar:

Führen ohne Disziplinarfunktion

Zeitraum	26. November 2012 und 27. November 2012
Umfang	2 Tage
Inhalte	<ul style="list-style-type: none">• Aufgaben, Herausforderungen und Chancen der eigenen Leitungsrolle• Angemessene Abgrenzung zu Kollegen und stimmige Positionierung• Wirkungsvolle Führungsinstrumente kennen und anwenden lernen• Gespräche mit Mitarbeiter und Team vorbereiten und durchführen• Feedback geben und nehmen• Konflikte erkennen und bearbeiten, mit Widerständen umgehen• Typische Fehler, Do's und Don'ts.

Oldenburg, 13. Dezember 2012
BTC Business Technology Consulting AG


ppa. Rüdiger Theobald
Leiter Führungskräfte- &
Mitarbeiterentwicklung


i. A. Corinna Hoffmann
Führungskräfte- &
Mitarbeiterentwicklung