

# Martin Haferanke

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## SUMMARY

XR and full-stack web developer with a Master's in Digital Media. Skilled in turning ideas into immersive experiences, combining technical expertise with creative problem-solving to deliver engaging, user-focused solutions.

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## EXPERIENCE

### XR- & Full Stack Web Development

#### MagicSpaceNinjaPirates

October 2023 - Present, Oldenburg, Germany

- Conducted 3D scans using drones and advanced camera technology to transform environments into detailed 3D models using Gaussian Splats, optimized for XR and web applications.
- Developed creative 2.5D to 3D websites using WebGL for enhanced user interaction.
- 3D modeling, animation, and design for XR and web projects.
- Managed and coordinated XR and web development projects.

### Lecturer for Extended Reality and Multimedia Production

#### Technische Hochschule Brandenburg

September 2023 - February 2024, Brandenburg an der Havel, Germany

- Delivered lectures in Computer Science with a focus on XR and multimedia production.
- Developed and adapted course curricula for real-world application development.
- Integrated practical projects and case studies into lessons.
- Mentored students on thesis work and research projects.

### IT Project Manager

#### Institut für Innovations- und Informationsmanagement GmbH

January 2023 - June 2023, Werder (Havel), Germany

- Led the integration of VR and AR technologies into SMEs to enhance market competitiveness.
- Developed an AI chatbot for SMEs, offering customizable roles.
- Created and managed responsive, AI-driven websites for social listening.
- Conducted workshops on AI text and image generation tools.

### Research Associate and Lecturer

#### Technische Hochschule Brandenburg

May 2015 - March 2023, Brandenburg an der Havel, Germany

- Over 8 years of experience with XR technologies (VR, AR, MR) across multiple sectors.
- Researched and developed haptic feedback systems using SenseGloves and data gloves.
- Developed remote maintenance solutions using Mixed Reality for enhanced business support.
- Successfully conceptualized and developed over 20 XR applications and computer games.

### Technical Project Lead

#### Technische Hochschule Brandenburg

March 2015 - November 2022, Brandenburg an der Havel, Germany

- Led the ESF-funded project "Profilgebundene WissensChecks 2.0" for online assessments.
- Developed self-assessment tools for prospective students, improving study readiness.
- Designed a microlearning platform with Moodle, Node.js, Angular, and MongoDB.
- Collaborated with teams from various universities to enhance digital learning resources.

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## SKILLS

**Languages:** German (native), English (business fluent).

**XR Technologies & Applications:** Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR), Remote Maintenance.

**3D & Data Visualization:** 3D Modeling, Photogrammetry, Real Estate Visualization, Data Visualization.

**Programming Languages & Frameworks:** TypeScript, C#, Swift, PHP, JavaScript, Java, REST, HTML, (S)CSS.

**Databases:** MongoDB, SQL, MySQL.

**Development Platforms & Tools:** Unity3D, Unreal, Visual Studio, GitHub, Spline, Notion, Microsoft Office Suite.

**3D Modeling & Design Tools:** zBrush, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe Acrobat.

**UI/UX & Frontend Development:** Tailwind, Spline, Framer.

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## EDUCATION

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### **Master of Science in Digital Media**

Technische Hochschule Brandenburg - University of Applied Science · Brandenburg an der Havel, Brandenburg, Germany · 2015

### **Bachelors of Science in Computer Science**

Technische Hochschule Brandenburg - University of Applied Science · Brandenburg an der Havel, Brandenburg, Germany · 2012