Hello. I am **Matthias.**
a Mobile Guru.
passionate.
a Geek.
a perfectionist.
pragmatic.
a team builder.
a networker.
For the last 12 years I have been working in Agency & Games.
Now I am looking for a **new challenge**.

A LITTLE ABOUT ME

FULL NAME	**Matthias Hellmund**
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WEB	https://www.mitbiz.de/
NATIONALITY	German
DATE OF BIRTH	August 16, 1977

I LIKE

MOBILE

I embrace mobile as a channel, platform and design thinking since phones have color displays. Mobile first.

TECHNOLOGY

I love technology. Across the full stack. I am not the best coder. But I assess new technology thoroughly and learn quickly.

PRODUCT

I help building great products and services. With pragmatic short term solutions and long term strategy.

BIZDEV

I am an active networker. I speak with a broad range of people in their language. I motivate and build great teams.

WORK HISTORY

2014

Mobile Guru & Senior Consultant
EXOZET, Berlin

With my 13+ years of mobile experience, I am advising Exozet's clients and development teams in all aspects of mobile technologies. During this time I am mostly involved with new biz projects. After 12 exciting years I am leaving Exozet in September 2015 to seek new challenges.

2004

Head of Mobile Development
EXOZET, Berlin

As mobile apps and games projects were picking up speed, my task in the following years was to build and shape all aspects of Exozet's mobile development department and strategy. I was also instrumental in building up the newly formed Games unit of Exozet.

2003

IT Developer (Mobile)
EXOZET, Berlin

After two weeks of freelance work, I joined the digital agency Exozet. Initial projects include an SMS-based real-time service for Berlin's public transport.

2002

Consultant
MOBILE ECONOMY, Berlin

Mobile Economy GmbH (ME), Berlin, provides international business development, management consulting, mobile application development and market research. ME works with a network of partners and also was my final thesis partner company.

2002

Java Tutor
TELE-AKADEMIE, Furtwangen

The *tele-akademie Furtwangen* is an eLearning academy offering online classes to professionals since 1996. I've been working as a tutor for the *Java* seminar, accompanying students using email, regular chats, instant messaging and Voice-over-IP communication.

2001

Web Application Developer
ADDWATER, San Francisco

Second Internship semester at the architects of the branding experience: created sophisticated web applications for real-time brand data mining and online design reviewing. Developed architecture of a global e-commerce implementation guide. Technical conception, customer training and rapid prototyping for clients including Chevron Oil, Wells Fargo and Plantronics.

2000

Mobile Web Developer
SIEMENS MOBILE, HOCHSCHULE FURTWANGEN UNIVERSITY

Workshop WAP and m-commerce: developing of dynamic cross m-device wireless applications including migration of existing web-based intranet modules as well as server setup. Concept and implementation of a WAP fastfood restaurant meta search engine.

2000

Student Developer
OASIS SILICONSYSTEMS AG, HOCHSCHULE FURTWANGEN UNIVERSITY

Project *GoldenGate*: concept, implementation and realization of a Java bridge software for use with 'MOST' media-oriented system transport (fiber optical bus system) and intuitive user interfaces.
Developed a functional prototype, presented at various new media research companies

1999

IT developer
PIXELPARK AG, Berlin / New York

Responsibilities at Pixelpark intranet competence center included technology evaluation, technical conception, producing and customer support for various projects including a global extra- and intranet in English, German, Japanese. Managed a team of software engineers.

1996

Freelancer
CVA GMBH, Liebenau

Started with the project *Students for Internet*, development of a chatserver solution; freelancer in webdesign, CGI-programming and update services

TESTIMONIALS

FRANK ZAHN FOUNDER & CEO / EXOZET

Working the last 12 years with Matthias was a pleasure, he is 100% committed and pushes all people around him to creativity and top output. He is one of the few people on the planet who really understand the mobile ecosystem and the mobile technology stack.

CHRISTOPH RAETHKE FOUNDER & MD / BERLIN STARTUP ACADEMY

Matthias has been in mobile development way before it became fancy. As a veteran of many projects across all platforms and devices, he asks the right questions and finds solutions. What's more, he plays keyboard in my band - another device he's a master at.

REBEKKA KNUTZEN UNIT DIRECTOR / EXOZET

I had the honor to work at Matthias' side for several years. I treasure him as a real guru who knows his stuff, with both a deep technical understanding and a strong business perspective. He is a great networker, high-level sparring partner and a good friend. With his many years of experience, his out-of-the-box thinking and outstanding analytic skills, he will always figure out the best possible solution for individual needs and will bring you and your company a huge step forward. He is the best possible guy to have by your side on business trips, trade shows, presentations and other demanding situations, such as the London underground or late night tech talks over a couple of beers. I highly recommend Matthias as a reliable, passionate and dedicated partner and team player - he will be sorely missed.

OLIVER VETTEL CEO / INDIVIS

Having worked with Matthias on various projects I can say that he's a very dedicated professional with deep technical understanding and an inner motivation for the things he's doing. He naturally understands the business needs within a project, without even calling that design thinking. He solved quite some tough issues in our projects, even when others thought them to be insurmountable. Oh, and he's fun to have around. A good guy, and a great team player.

EDUCATION HISTORY

2003

Final Thesis
SMART PERSONALIZATION FOR WIRELESS APPLICATIONS

In February 2003 I concluded the *Media & Computer Science* study program with my Final Thesis (Diplomarbeit).

The thesis examines ways in which explicit and implicit user input can significantly increase the user experience with wireless applications. Because of the hard constraints in terms of displays, input/output facilities and networks, this is a particularly challenging task.

Smart Personalization for Wireless Applications takes a user-centered approach to discuss and evaluate different input factors and adaptive personalization techniques. Along a *Smart User Profile* which is being developed, the user's benefits are demonstrated with practical examples. In addition to the conceptual parts, the thesis assesses and classifies relevant technologies across different layers from presentation languages to mobile operating systems and wireless air interfaces. The interdisciplinary view touching privacy, legal and security aspects is complemented by conceptual and implemented prototypes featuring multi-channel personalization techniques.

Smart Personalization is a promising concept that all key players in the mobile market can benefit from. However, it requires an interdisciplinary understanding and eventually a concerted effort of the whole wireless value chain.

2001

TTVO Interactive Media Programme
SCHOOL OF ARTS AND MEDIA, Tampere (Finland)

TTVO, School of Arts and Media in Tampere, Finland, offers the *Interactive Media Programme* taught in English. The program was organized for the first time in autumn 2000.

The *Interactive Media Programme* provides advanced digital know-how and additional education in the field of new working methods in media production. The goal of the program is to deepen the understanding of interactivity and improve the students' abilities to use modern technologies in creating high quality media contents.

The classes, which I attended with only 6 more students from Canada, Spain and Germany, included:

- DVD-Video / DVD-ROM Workshop
- Drama goes digital workshop; Digital Audio and Video Editing
- Non-linear Scriptwriting and Interactive Design
- Information Visualization
- Video Graphics and Effects; Animation using Flash
- Interactive Film Workshop
- Media Convergence in the 21st Century; European Media Scene

Media & Computer Science
HOCHSCHULE FURTWANGEN UNIVERSITY

A *Fachhochschule* combines theory and practice. The Media & Computer Science academic program (*Medieninformatik*) includes an in-depth focus on project work, special interest electives and professional work experience within enterprises and organizations where students complete their internship requirements.

- four year degree program
- about 60 students graduate every year
- the program is divided into basic studies (semester 1-3) and in-depth studies (begins with the 4th semester)
- two required internships, one in the third and one in the sixth semester
- in the in-depth studies you can choose electives and projects
- faculty is equipped with modern technology like comp labs, a video and streaming media studio and an audio studio
- the department was launched as the very first of its kind in Europe in 1990
- reputation within industry and the public is excellent

1998

Secondary School
ALBERT SCHWEITZER SCHULE, Nienburg

At my hometown Nienburg in Northern Germany I went to a Secondary School (German: "Gymnasium"). My majors were mathematics and physics, I received my secondary School Diploma with Honors in 1997.

1990

MY WORKS

Please visit my Online Portfolio at **https://www.mitbiz.de/portfolio**

The microsite contains key technologies, learnings and video case studies. I'd be happy to talk in more detail about specific projects and challenges in a personal meeting.
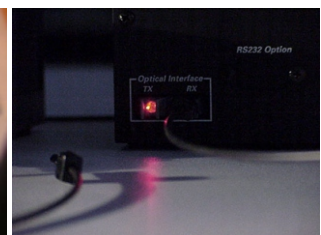
CLOUD & BACKEND	AWARD-WINNING APPS	DIGITAL BOARD GAMES	PROJECT GOLDEN GATE
any stack	Mobile Game of the Year	Settlers of Catan	automotive multimedia