First Name Tom | **Last Name** Tucek | **Date of Birth** 06/01/1993

📍 Heinzelgasse 13/11, A-9020 Klagenfurt | 📱 +43 660 3140201 | ✉ tom@tucek.net | 🔗 linkedin.com/in/ttucek/

Curriculum Vitae – Tom Tucek

Education

10/2020 - 09/2022	**MSc, Game Studies and Engineering** at Alpen-Adria-Universität Klagenfurt, Austria *Graduated with distinction (GPA below 1.5)* A humanities and technical sciences co-op master programme, fostering research about both the social and cultural aspects of videogames, as well as the development of videogames.

Master Thesis: *Designing a Videogame Prototype for an In-Game Quantitative Survey Study – Testing Moral Competence and Enjoyment of Morally Complex Videogames* (Grade: 1)

Internship: Science-to-public communication research and representing of the programme

Notable courses and seminars:
- o Issues in Game Studies: Cyberpunk
  Learning about genres and applying design conventions, creating a scientific poster, and working in a team to develop an innovative cyberpunk game in Unreal Engine 4.
- o Machine Learning and Deep Learning
  Taught me about the current state of the art in ML/DL, and allowed me to train my own language model to mimic famous twitter users.
- o Practical Game Engineering
  Entailed participation in a game jam, requiring students to make a videogame in 48 hours.

10/2018 - 08/2019	**Exchange study programme** "Maple" for one year at Osaka University, Japan *Graduated with distinction (more than 95% overall)* For international students to study classes in Japanese; also used for independent research.
10/2016 - 08/2020	**BA, Japanese Studies** at University of Vienna, Austria *Graduated with distinction (GPA below 1.5)* A cultural studies bachelor programme about Japanese language, literature, and culture.

Bachelor Thesis: *Gacha Games - Gambling Consciousness Among Japanese Students* (Grade: 1)

Internship: Teaching Assistant for Introductory German courses for Japanese Students

10/2013 - 11/2018	**BSc, Computer Science**, focus on media and computer graphics at TU Wien (Vienna University of Technology), Austria *Graduated with distinction (GPA below 1.6)* Taught programming and algorithms, but also rendering, visualizations, video, and videogames.

Bachelor Thesis: *INTRA SPACE Agent – An Agent-Based Architecture for an Artistic Real-Time Installation* (Grade: 1)

09/2007 - 06/2012	Higher technical education institute (*HTL*) Donaustadtstrasse, Vienna, Austria, Graduated with distinction 5-year technical school with a focus on programming, project management, and accounting.

Work Experience

10/2023 - now
University Assistant at ITEC - Department of Information Technology
at University of Klagenfurt, Austria

03/2023 - 10/2023
Project Organizer for the Global Campus Online project
at University of Klagenfurt, Austria
Financially supported by the UNESCO Chair of Global Citizenship Education, Culture of Diversity and Peace, I lead a team of 6 international students in developing an online platform allowing people from around the world to connect in a virtual space. I am also responsible for the project webpage and for bridging the gap between the development team and the internal project team.

10/2022 - 10/2023
External Lecturer in Game Studies and Engineering
at University of Klagenfurt, Austria

Classes taught:
Issues in Game Studies: Microtransactions (22W)
A seminar on the controversial topic of microtransactions, where students learn about ethics, critical thinking, industry practices, and implementing microtransactions in their own games.

Selected Topics in Game Engineering focussing on Issues in Gender Studies: Mechanics of Identity (23S)
Allowed students to explore the concept of identity in the context of game mechanics, learn about gender studies and queer studies, and participate in a game jam focusing on diversity and identity.

03/2022 - 07/2022
Student Assistant and Internship as **Event Organizer**
at University of Klagenfurt, Austria
Social media management and processing applications of new prospective students, as well as independent research regarding science-to-public communication and organizing events.

09/2021 - 07/2022
University Tutor
at University of Klagenfurt, Austria
Created the successful game studies reading group, a weekly online gathering fostering discussion and insight among students, and producing material for students to read and watch on YouTube. I also participated in the *Klagenfurt Critical Game Lab*, in which games were played together, analysed, and discussed. Responsible for live-streaming to Twitch.tv, and organizing role-playing sessions.

07/2019 - 09/2020
Web Developer
at Agileware 株式会社アジャイルウェア, Ōsaka, Japan
Using *Ruby on Rails* and *JavaScript*, finding and solving issues, or implementing new features in their software solution. After September 2019, I continued to work for one year remotely from Austria.

09/2016 - 03/2017
Project Staff, Artificial Intelligence Developer
at TU Wien (Vienna University of Technology), Austria
Interdisciplinary project *INTRA-SPACE*, funded by the FWF (Austrian Science Fund), I was responsible for implementing an agent-based artificial intelligence. I wrote my bachelor thesis about this project.

01/2013 - 06/2018
Concierge and Compulsory community service (*Zivildienst*)
at The Salvation Army, Vienna, Austria
9 months of community service, and continued part-time work afterwards in day and night shifts at a shelter for homeless men and men with mental health problems.

2008 - 2011
Technical Support and **Customer Service** across multiple internships
at EurotaxGlass's International AG, Vienna, Austria

Scientific Publications

2021 Hanussek, Benjamin, T. Reuscher, and Tom Tucek. "Tweaking Moral Complexity in Videogames? Optimising Player Experiences on Basis of Moral Competence." In *14th International Conference on Game and Entertainment Technologies*.

2022 Hanussek, Benjamin, and Tom Tucek. "The Magic of Moral Engagement in Videogames: Complexity, Challenge & Competence." Nikolaus Koenig, Natalie Denk (eds.). *The Magic of Moral Engagement in Videogames: Complexity, Challenge & Competence*.

2022 "The Impermanence of Death in Videogames." In *Play/Write Student Journal* 1: 4.

2022 "One with the Avatar: Player Character Representation in Planescape: Torment." In *Play/Write Student Journal* 2: 7.

Theses and Forthcoming Conferences

2018 *INTRA SPACE Agent - An Agent-Based Architecture for an Artistic Real-Time Installation*.
BSc Thesis. https://www.cg.tuwien.ac.at/research/publications/2018/Tucek_2018/.
About an FWF-funded art installation, which displayed a figure mirroring visitors' movement, and sometimes acting on its own, based on the artificial intelligence behaviour that I developed for the project.

2020 *Gacha-Spiele: Glücksspielbewusstsein unter japanischen Studierenden.*
[Gacha Games – Gambling Consciousness Among Japanese Students]. BA Thesis.
Based on the independent research I conducted in Japan, the results of a survey about gambling in mobile videogames that reached 100 Japanese students, interviews, and Japanese industry sources.

2022 *Designing a Videogame Prototype for an In-Game Quantitative Survey Study – Testing Moral Competence and Enjoyment of Morally Complex Videogames*. MSc Thesis.
Describes an empirical experiment, where participants played a prototype videogame that I created and got their moral competence tested, to test whether moral competence correlated with the enjoyment of morally complex videogames. Focuses on technical aspects, but also on philosophy and psychology.

2023 Tucek, Tom and Kseniia Harshina. "Virtual Spaces as Safe Spaces of Exploration for Various Identities." To be presented at *Video Games Culture Conference*. Klagenfurt, Austria.

2023 Harshina, Kseniia and Tom Tucek. "Using AI to free players' agency from the limits of predefined language." To be presented at *Games and Language Conference*. Debrecen, Hungary.

Scholarships, Secured Funding, and Accolades

- 5-time receiver of the Excellence scholarship for excellent grades
  - 2014 and 2015 at the TU Wien
  - 2017 and 2018 at the University of Vienna
  - 2021 at the University of Klagenfurt

- Receiver of the JASSO scholarship for 1 year (Scholarship for Study in Japan)

- Secured funding for research in the context of the master thesis from the University of Klagenfurt.

- Secured third-party funding from GEPARD, sponsored by the UNESCO Chair of Global Citizenship Education, Culture of Diversity and Peace, OEZA, and the GENE-Award, for a game jam about identity and diversity.

- Subotron 2021 Finalist. The game *DistresseD*, made by a team of students, made it to the final round of the pitching event and was invited to be presented to visitors at the convention LEVEL UP Salzburg.

- Game jam winner. The game *UI & Chill* won first prize in the Creativity category, as well as third prices in the Fun, Aesthetics, and Overall categories at the 6th Klagenfurt Winter Game Jam. The game *Immanuel Kat in Space* won third price in the Overall category at the 8th Klagenfurt Game Jam.

- Got accepted into the MEXT (Japanese Ministry of Education, Culture, Sports, Science and Technology) scholarship programme. Received letters of provisional acceptance from two Japanese Universities.

- Three-times regional winner of the Mathematical Kangaroo competition, and one-time national winner.

Proficiency in (Programming) Languages

- German (Native)
- English (C1 & wrote theses and papers)
- Polish (Native, but barely used)
- Japanese (JLPT N2, business-level fluent)
- Ukrainian (Beginner)

- Java
- C#, C++, C
- Python
- JavaScript, React
- Ruby on Rails

Further Skills and Competences

- Video editing, YouTube management, Live streaming, Social media management
- Proficient in the use of the game engines Unity and Unreal Engine 4
- Proficient in the use of SQL, HTML, and CSS
- Proficient in the use of SPSS, LaTeX, Adobe and MS Office applications
- Proficient in writing, reviewing, and editing scientific and academic work

Select Videogame Portfolio   (Complete portfolio: https://yenrye.itch.io/)

DistresseD
Made by a team of students, this game depicts a dystopian cyberpunk future, in which citizens find themselves in an endless cycle of working, playing, and sleeping. Mixing 2D and 3D gameplay, it received high praise and popularity.

Mehen -Tomb of the Serpent-
A large-scope survival-horror game, developed by a team of students, featuring an Egyptian archaeology theme, players have to navigate a tomb and escape from a giant snake. My work focused on coding and implementing levels.

UI & Chill
As a parody of cozy meditative games, this game earned wide popularity and got played by multiple YouTubers.

Slay, Princess, Get Your Drag On
An extensive character creator, where players are given two random quests and Chat GPT creates a story of how the created character fares. I was responsible for the implementation, as well as the novel use of the OpenAI API.

Extracurricular and Voluntary Activities

- KCGL (Klagenfurt Critical Game Lab) Play/Write Student Journal
  On the editorial team since its inception in 2021; Three volumes published so far

- Klagenfurt Game Jam at the University of Klagenfurt since 2021
  Organizer for two game jams per year in cooperation with the Department of Information Technology

- HaruCon 2021, 2022, 2023 in Klagenfurt
  Representing the University of Klagenfurt and the Game Studies and Engineering programme;
  Giving workshops on introductory video game analysis as well as Japanese video games

- Lange Nacht der Forschung and Tag der offenen Tür
  Representing the Game Studies and Engineering programme at the University of Klagenfurt

- Diversity Day at the University of Klagenfurt
  Speaker about diversity and accessibility in videogames and the Game Studies and Engineering programme

- Hive Games
  Organizing and holding workshops, teaching new players about collectible card games