

Since late 2007 I have been involved in the Soldier of Fortune II modding community, mainly dealing with the multiplayer C language source code for the Game, Gametype, CGame and UI modules of a Quake3 based FPS game. In that regard I have been able to utilise what I have learned from courses about execution time, machine architecture and linear algebra, which I attended during my study in computer science.

I Collaborated with people throughout Europe and the Americas about weapon designs and map integration of gametype features. My new features, improvements and bug fixes are highly appreciated by their buyers and the players of the game.

Features created:

- Scripting of facial expressions
Bones in the face of the playermodel can be rotated via a script. Eyelids blink sporadically when no script is being processed.
- Improved dismemberments
Decapitated heads appear. Twitching and correct start position and angles for dismembered limbs.
- Jihad
A very popular and morbidly entertaining gameplay feature that occasionally gives a player the chance to acquire bonus points for blowing up him self and a number of enemies with a timed explosive.
- Sticking knives
Thrown knives that hit a playermodel will lodge into the point of impact and follow the orientation of the limb perfectly due to matrix multiplication of the axis.
C-code sample: [cg_sticky.c](#)
- Ironsight
Smoothly rotates the inview weapon by a specified set of angles and adds a given offset vector to its position when activated.
- Widescreen aspect ratios
Options to explicitly define (and default automation of) how 2D elements of the 4:3 aspect graphic should be located and scaled on widescreen resolutions.
- Speed boost for downloading clients
Distributes the surplus bandwidth of the server on clients that are downloading files in order to join the game.
- Improved anti-lag
Restores animation timers. Resembles the client side extrapolation if the attack time is beyond the most recent snapshot.

- Improved AI
Various improvements from weapon handling to coordinated team play.
- Masterserver
I re-coded a masterserver capable of hosting lists of gameservers for multiple Q3-based games because the official SoF2 masterserver was offline for a while.

Projects

Name	Role	From start to release	Download location
RoCMod CDK Server	Backend Developer	yes	Sof2.MP
RoCMod CDK Client	Full Stack Developer	yes	Sof2.MP
Gametype Compilation Client	Full Stack Developer	yes	Sof2.MP
Control and Base Fight Gametypes	Full Stack Developer	yes	Sof2.MP
AV Favohides	UI and Frontend Developer	yes	Sof2.MP
Soundpack Menu	UI and Frontend Developer	yes	Gamefront
CSS Office map	Consultant / Tester	no	Nexuxmods
Northport map	Consultant / Tester	no	Nexusmods
XS Mod 8	Hired Programmer / Bug-fixer	no	SoF2.org
XS Mod 7	Bug-fixer	no	DS-Servers
Goldrush 3.0	Community member / Bug-fixer	no	Mediafire

Other releases in [Mediafire Folder](#)