Andreas Göttig

Developer

Student, GameDev, Developer

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EDUCATION

Abitur
Claude-Dornier Schule
07/2018

Diploma/Bachelor of Science
SAE Institute Stuttgart
09/2018 – Present
Courses
- Games Programming

WORK EXPERIENCE

General Developer
Socialtelligence
11/2019 – Present   *Stuttgart*
Socialtelligence.io
Achievements/Tasks
- Responsibility regarding external Projects
- Managing of internal Data
- Development of Commercial Tools

SKILLS

`Python` `C#` `Unity` `HTML` `CSS` `GLSL`
`HLSL` `ML` `ShaderLab` `MySQL`

PERSONAL PROJECTS

SteampunkFantasyMagicSlime (07/2020 – Present)

Sarah and the Blue Light (05/2020 – Present)

LANGUAGES

German
Native or Bilingual Proficiency

English
Full Professional Proficiency

INTERESTS

`GameDev` `Shaders` `Prozedural Generation`
`ECS` `Mashine Learning` `VFX` `Gaming`
`Sports`