LUCAS THIELMANN

🌐 US / German Citizen | ✉ thielmlw@mail.uc.edu (Preferred) | 📞 1-(513)-767-1065 | 🔗 Lucas Thielmann

EDUCATION

University of Cincinnati   Cincinnati, OH
BS Information Technology – Game Design and Simulation Track | GPA: 3.287/4   *Aug 2019 – April 2024*

RELEVANT EXPERIENCE

UC Center for Simulations and Virtual Environment Research   Cincinnati, OH
Student Developer   *Sep. 2021 - Dec. 2022 / Jan. 2024 - Jun. 2024*

- Working with Unity's timeline tools to sequence interactive simulations for VR and PC
- Developing custom scripts to meet specific feature requirements
- Created custom shaders with Unity's built in shaderlab as well as Unity's version of HLSL
- Performing quality assurance testing on various projects and logging issues in Jira
- Debugging code written by myself and other developers
- Designing level layouts for VR applications

German Aerospace Center   Braunschweig, Niedersachsen, Germany
Intern   *Jan. 2023 - Jul. 2023*

- Took over development of a previous Unity project (Remote AFISO Workplace) for use in research studies
- Implemented new features such as hand tracking and user interface
- Project was later presented at SESAR Conference 2024: https://www.youtube.com/watch?v=cZTtOKa-hnY

RELEVANT SKILLS

Languages: C# | Unreal Blueprint | Java | SQL | HTML/CSS/Javascript | Python | Matlab | Lua

Frameworks/Technologies: Unity | Unreal Engine | Git/Github | Maya | ASP .NET Core | Microsoft Office Suite | Photoshop | Davinci Resolve | Adobe Audacity

Relevant Coursework: Game Engine Lab I (Unity) | Game Engine Lab II (Unreal Engine 4) | Game Design and Society | Contemporary Programming I | Database Management I | Database Management II | ENED I | ENED II

Spoken Languages: Fluent English | Proficient German

NOTABLE WORK/SCHOOL PROJECTS

Space Collector – Senior Capstone Project [Unity, C#]   *Aug. 2023 - Apr. 2024*
- Was Lead Programmer on the project
- Worked with a team of 5 to develop an edutainment game aimed at educating younger audiences about astronomy
- Succeeded in developing a feature-complete game with 3 levels which we were invited to present at the University of Cincinnati IT Expo 2024

ENED Mindstorms Project [Labview, Lego Mindstorms]   *Sep. - Nov. 2019*
- Worked with a team of 4 to design, build, and program a prototype robot using Lego Mindstorms and Labview
- Successfully developed a robot which could move accurate distances, rotate in place accurately, navigate an obstacle course by following a colored line, and precisely relocate an aluminum can

Medicaid Equity Simulation Project [Unity, C#]   *Sep. 2021 - Jun 2022*
- Sequenced events, audio, and interactions using Unity's timeline tools
- Developed new custom timeline tools for sequencing branching paths
- Located textures and models that needed to be better optimized for size

CAP Center Virtual Reality Research Framework Project [Unity, C#]   *Jan. 2021 - Dec. 2022*
- Developed asynchronous object behaviors for a multiplayer virtual reality framework

Hope After Hate VR 2.0 [Unity, C#]   *Sep. 2021 - Dec. 2022*
- Sequenced events, audio, and interactions using Unity's timeline tools
- Was responsible for redesigning an existing level's layout to be more streamlined
- Debugged UI and other interactive elements