

APPLICATION FOR GAME PROGRAMMER POSITION

Dear Hiring Team,

I hope this message finds you well.

I'm Christian, a seasoned game programmer with a passion for crafting immersive gaming experiences. Over the years, I've had the privilege of leading development teams and spearheading projects that demanded adaptability, technical proficiency, and a creative approach.

In my most recent role as the lead programmer for "Fall of Porcupine", I oversaw and developed various systems and gameplay elements. Additionally, I successfully managed the game's porting to all current and last gen platforms including Nintendo Switch, PS4/5 and Xbox Series. This experience has honed my ability to navigate complex challenges and deliver high-quality results within a collaborative environment.

After spending countless summers camping on Vancouver Island with my family, I found profound resonance with the Pacific coast's breathtaking landscapes. The preservation of the region's natural beauty holds immense significance for me, leading me to actively support organizations like BC Whales in their efforts to research and protect the local ecosystem. Understanding the importance of safeguarding our environment for future generations, I'm drawn to the allure of British Columbia.

As I explore opportunities within the vibrant gaming industry in the Vancouver area, I'm captivated by the prospect of contributing to innovative projects and collaborating with like-minded individuals. I'm excited about the available positions in the gaming industry in British Columbia and eager to contribute my skills and experiences to your team.

Thank you for considering my application. I look forward to the possibility of connecting with you and exploring potential opportunities.

Warm regards,

Christian Thielsch

CHRISTIAN THIELSCH

GAME PROGRAMMER

PROFILE

Results-driven game programmer with expertise in Unity, C#, and C++ programming. Proven track record in managing development teams, porting games to multiple platforms, and creating custom tools to optimize workflows. Skilled in gameplay programming and passionate about crafting immersive gaming experiences.

CONTACT

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EDUCATION

**Bachelor of Science
Games Programming**
Middlesex University London
2017-2019

**Technical Diploma in
Application Development**
Berufskolleg Kempen
2015 - 2017

**Secondary High School
Student Exchange**
Bay Port High WI USA
2014 - 2015

SKILLS

- Proficient in C#, C++, GDScript, Lua
- Expertise in multithreaded and network development
- Skilled in SQL and database management
- Strong time management abilities
- Excellent problem-solving skills
- Detail-oriented approach

LANGUAGES

German	Native
English	Bilingual
French	Basic
Dutch	Basic

EXPERIENCE

Lead Game Developer
CRITICAL RABBIT, Cologne, 2023-2024

- Spearheaded intensive tool development to streamline event management, dialogue systems and localization processes to enhance efficiency within the development pipeline
- Successfully executed prototype realization, translating conceptual ideas into tangible game experiences to validate concepts and iterate upon designs
- Effectively managed a team of freelancers and interns, ensuring alignment with project goals and deadlines while fostering growth and collaboration within the team

Unity Developer
BUNTSPECHT Film und Digitales GmbH, Cologne, 2021-2023

- Led the porting efforts to all current and last-gen consoles (e.g. Nintendo Switch, PS5, Xbox Series), ensuring seamless adaptation and optimization of "Fall of Porcupine"
- Orchestrated the organization and implementation of localization strategies, facilitating the adaptation of games for global audiences and enhancing user experience across seven different languages
- Contributed to gameplay development, leveraging Unity expertise to create immersive and engaging gaming experiences while adhering to project specifications and design requirements

Freelance Game Programmer
Ahoiii Entertainment UG, Cologne, Mar 2020 - Jun 2020

- Translated designers' visions into reality through meticulous execution and implementation, ensuring fidelity to creative direction and gameplay objectives
- Drove prototype development initiatives, rapidly iterating on ideas to validate concepts and refine gameplay mechanics for optimal player engagement and satisfaction
- Conducted extensive profiling of existing code bases, identifying bottlenecks and implementing optimizations to enhance performance and scalability in diverse gaming environments