CHRISTIAN THIELSCH

SOFTWARE ENGINEER

PROFILE

Results-driven Software Engineer with expertise in Unity, Unreal, 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. Open to relocation for new opportunities.

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 Developer
CRITICAL RABBIT, Cologne, Oct 2023 - Aug 2024
Subsidiary of BUNTSPECHT focused on B2C games

- 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, Cologne, Oct 2020 - Sep 2023
Film & interactive agency focused on B2B projects

- 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
Indie studio focused on educational games

- 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