

FINN PELZER

Junior Software Engineer

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Kempten, Germany

chishikii.github.io

EDUCATION

Abitur

Regionales Bildungszentrum Technik

2015 - 2018 Kiel, Germany

Bachelor of Science

University of Applied Sciences

2018 - Ongoing Kempten, Germany

- I'm currently studying Game-Engineering.

PROJECTS

Valthume

Real-Time strategy game

- Valthume uses procedural generation to make each world unique.

Artificial Intelligence

<https://github.com/Chishikii/GameAI>

Game-AI

- Implementation of different steering behaviours

Impact

<https://github.com/Chishikii/Impact>

Physics Engine

- A custom physics engine written from scratch.
- Includes wrappers for Unity.

Planets

<https://github.com/Chishikii/Procedural-Planets>

Planet Generation

- Procedural generation of different planets using Unity.

Various other Projects

That's of course not all! Some of my other work:

- Modelling and animating a short film (~30sec)
- Flight simulation
- A variety of scene graphs and engines.

SUMMARY

I'm a software engineer who strives for perfection. I love to learn and create new things.

TECH STACK

| | | | | |
|--------------|-------|-----|-----|-------|
| C | C# | C++ | git | Unity |
| UnrealEngine | LateX | QT | | |

LANGUAGES

German Native

French Intermediate

Japanese Beginner

PASSIONS

</> Good, scalable design

📖 Learning new things

🎮 Videogames