

FINN PELZER

Junior Software Engineer

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Kempten, Germany

chishikii.github.io

EDUCATION

Abitur

Regionales Bildungszentrum Technik

2015 - 2018 Kiel, Germany

- Learned what coding is and have been hooked ever since.

Bachelor of Science

University of Applied Sciences

2018 - Ongoing Kempten, Germany

- I'm currently studying Game-Engineering.

PROJECTS

No Horizon

<https://games.hs-kempten.de/no-horizon-ein-egoshooter-auf-der-hololens-2/>

AR Egoshooter for Hololens 2

- Lead the software team
- Implemented enemy-AI

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.

Various other Projects

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

- Procedural planet generation
- Modelling and animating a short film (~30sec)
- Flight simulation
- A variety of scene graphs and engines.
- Some implementation-examples on my website!

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

HLSL / GLSL

LANGUAGES

German Native

English Proficient

French Beginner

Japanese Beginner

PASSIONS

Learning new things

Videogames