FINN PELZER

Junior Software Engineer

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📍 **Kempten, Germany**

EDUCATION

Abitur

Regionales Bildungszentrum Technik

📅 2015 - 2018 📍 Kiel, Germany

Bachelor of Science

University of Applied Sciences

📅 2018 - Ongoing 📍 Kempten, Germany

PROJECTS

Valthume

Real-Time stategy game
- Valthume uses procedural generation to make each world unique.

Artificial Intellegence

🔗 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
- Procedual 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**