FINN PELZER

Junior Software Engineer

- Maler-Lochbihler-Str. 16, 87435 Kempten
- ▼ Kempten, Germany

EXPERIENCE

Internship Semester

Bihler

- 苗 October 2021 February 2022
- Created multi platform Applications that interactively presented the complex behaviours of punching and bending technology.
- Helped the company evaluate the benefit of using game engines to present their data virtually.

PROJECTS

No Horizon

AR Egoshooter for Hololens 2 - Unity

- I Lead the software development team. Distributed work, answered questions, and wrote code myself.
- Implementation of AI and procedural logic.

Valthume

Private Project - Unity

- **2017 Ongoing**
- Link to Project Prototype

This is a project of my passion for RTS games. I set the focus on procedual generation. In the future hopefully everything is customizable. From the terrain over units to the buildings.

Impact

Private Project - Physics Engine

- S Link to GitHub Repository
- A custom physics engine written from scratch. This project was mainly meant for myself to understand physics systems in video games.
- Include wrappers for Unity.

Various other Projects

That's of course not everything that i have done! Some of my other projects include:

- Procedural planet generation
- Flight simulation
- Modelling and animating a short film (30sec)
- I have used and experimented with a variety of scene graphs and engines

SUMMARY

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

MOST PROUD OF

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My Independence

a lot of what i know and use is self taught



My Courage

to pursue my passion and move across the country

SKILLS

Unity Unreal Engine



LANGUAGES

EDUCATION

B.Sc. Game Enineering

University of Applied Sciences Kempten

Sept 2018 - Ongoing

Abitu

Regionales Bildungszentrum Technik Kiel

= 2015 - 2018