

Pirmin Pfeifer

STUDENT, GAMES ENGINEERING BSc

Julius-Maximilians University - Germany

✉ hi@pirminpfeifer.eu | 🏠 pirminpfeifer.eu/ | 🎮 Darkblizzard21 | 💻 pirmin-pfeifer

Education

Computer Science MSc

JULIUS-MAXIMILIANS UNIVERSITY

Würzburg, Germany

Oct 2023 - Current

Games Engineering BSc

JULIUS-MAXIMILIANS UNIVERSITY

Würzburg, Germany

Sep 2019 - Sep 2023

- Received highest grade for all applied Games Engineering projects
- Final Grade: 1.6

Abitur

FRIEDRICH-LIST-GYMNASIUM

Gemünden, Germany

Sep 2011 - Jul. 2019

- Final Grade: 2.0

University Projects

Thesis: Visualization of Raytracing

C++ | DirectX12 | DXR | CMAKE | GIT

Würzburg, Germany

Apr. 2023 – Jul. 2023

- A prototype Tool for visualising large ray data sets
- Received Grade: 1.3
- Resources: [Github](#) | [Thesis](#)

GameLab III: Switch Engine

NINTENDO SDK | C++ | BLENDER | GIT

Würzburg, Germany

Sep. 2021 – Jul. 2022

- Created library and a collection of complementary development tools for creating small games for the Nintendo Switch™ and a sample MineSweeper Implementation
- Received Grade: 1.0
- Resources: [Trailer](#)

GameLab II: Balancing Hub

UNREAL ENGINE 4 | C++ | BLENDER | GIT

Würzburg, Germany

Oct. 2020 - Jul. 2021

- Developed a plugin for the Unreal Engine, that gathers all variables relevant to balancing in one centralised UI and enables the balancing of games at runtime
- Received Grade: 1.0
- Resources: [Trailer](#) | [Presentation Page](#) | [Itch.io Page](#) | [Backend Code \(GitHub\)](#)

BrightnessBasedTextureLayering

UNREAL ENGINE 4 | GIT

Würzburg, Germany

Oct. 2020 - Feb. 2021

- Developed an artistic post-processing shader for the "Movie Making with Game Engines" Course
- Created in cooperation with four design students from the University of Applied Sciences Würzburg-Schweinfurt
- Received Grade: 1.0
- Resources: [Itch.io Page](#) | [FHWS Page](#)

GameLab I: Empty Spaces

UNREAL ENGINE 4 | C++ | BLENDER | GIT

Würzburg, Germany

Mar. 2020 – Jul. 2020

- Developed a small bullethell metroidvania, with an dynamically loaded open world consisting of six regions
- Received Grade: 1.0
- Resources: [Trailer](#) | [Itch.io Page](#)

Work Experience

Software Engineering Intern

ADVANCED MICRO DEVICES, INC.

Munich, Germany

Apr. 2023 - PRESENT

- Work from home office
- 12-16 hours per week during the semester
- 32-40 hours per week during the semester pause

Software Engineering

ADVANCED MICRO DEVICES, INC.

- 32 hours per week in home office
- Developed and maintained research software for raytracing in C++
- Developed and improved development tools in the software stack

Munich, Germany

Oct. 2022 - Mar. 2023

Tutor for Game Lab I

JULIUS-MAXIMILIANS UNIVERSITY

- Explained basic and intermediate topics the students brought up
- Created introductory tutorials for Unreal Engine 4 & Unity
- Tested and reviewed the students games

Würzburg, Germany

Oct. 2020 - Sep. 2022

Software Engineer

BUILDING INFORMATION INNOVATOR GMBH

- Developed professional digital tool for modeling, simulation and visualization of construction processes with Unity and a functional C# library
- Build graph data structures for the management of cargo flows
- Build development & debug tools

Würzburg, Germany

Mar. 2021 - Sep. 2021

Skills

Language Skills: German: Native Speaker, English: B2+/C1, Latinum

Languages (frequent use): C++, Hlsl, Python

Languages (basic knowledge): C#, Java, JavaScript, Typescript, Bash, Shell

Developer Tools: Git/GitLab, CMake, Visual Studio, Unity, Unreal (Blueprints and C++), Jet-Brains IDEs, Blender

Libraries and Frameworks: DirectX12, DXR, d3d12WorkGraphs, Nintendo SDK, WebGL, Discord API

Other Tool: \LaTeX , ffmpeg, vcpkg, podman, wsl

Honors & Awards

2022-2023 **Deutschlandstipendium**, Scholarship. Co-financed by Lotum media GmbH

Würzburg, Germany

Social Commitment

Founding-Member of eSports association "WueSports e. V."

WUESPORTS E.V.

- Follow up Organisation of "eSport Uni Würzburg"
- Co-organised founding

Würzburg, Germany

Jun. 2022 - PRESENT

Member of the Games Engineering Student Initiative

JULIUS-MAXIMILIANS UNIVERSITY

- Organising LAN-Parties at the begin of each term
- Organising freshman events like gaming nights, club nights or craft evenings
- Managing the Game Engineering Discord Server

Würzburg, Germany

Oct. 2019 - PRESENT

Member of the Student Council (Mathematics & Computer Sciences)

JULIUS-MAXIMILIANS UNIVERSITY

- Organising freshman events like campus tours, campus/city rallies, pub nights or (board-)game nights
- Organising digital Christmas parties and campus rally in WorkAdventure during the covid pandemic
- Student representative in appointment committees for
 - Professorship "Optimierung unter Ressourcenbeschränkung"
 - Professorship "Reinforcement Learning and Decision-Making"
 - Professorship "Mathematik des maschinellen Lernens"
 - Professorship "Theorie des maschinellen Lernens"

Würzburg, Germany

Sep. 2019 - PRESENT

Speaker of the Student Council (Mathematics & Computer Sciences)

JULIUS-MAXIMILIANS UNIVERSITY

- Coordinating the Student Council (Mathematics & Computer Sciences)
- Student-Representative in multiple committees and councils on faculty and university level
- Member of academic self-government and other councils:
 - "Fakultätsrat der Fakultät für Mathematik und Informatik"
 - "Fachschaftenrat der Universität Würzburg"
 - "Studentischer Konvent der Universität Würzburg"
 - "Delegation für die LandesASTenKonferenz Bayern"
 - "Studienzuschusskommission für die Universitätsbibliothek"

Würzburg, Germany

Oct. 2021 - Sep. 2022

Founding and Managment of the eSport Club "eSport Uni Würzburg"

ESPORT UNI WÜRZBURG @ JULIUS-MAXIMILIANS UNIVERSITY

- Organising training sessions in computer pools of the university
- Coordinating streaming and casting of liga matches
- Coordinating UniLiga registration and team building
- Managed the Community Discord Server

Robotics AG Tutor

FRIEDRICH-LIST-GYMNASIUM

- Helped with coding and assembly of LEGO® MINDSTORMS® robots
- Jury Member for the annual school robotics contest

Würzburg, Germany

Nov. 2019 - Jun. 2022

Gemünden, Germany

Sep. 2015 - Jul. 2018