

Pirmin Pfeifer

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Education

Bachelor's Program in Games Engineering

Julius Maximilians University

Sep. 2019 – Present

Würzburg, DE

A Levels

Friedrich-List-Gymnasium

Sep. 2011 – July 2019

Gemünden am Main, DE

Work Experience

Software Engineer

BII GmbH

Mar. 2021 – Sep. 2021

Würzburg, DE

- 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

Tutor for Game Lab I

Julius Maximilians University

Oct. 2020 – Present

Würzburg, DE

- Created introductory tutorials on for unreal engine 4
- Supported students by overcoming problems they face during the game development process
- Tested and reviewed the students games

University Projects

GameLab III: Switch Engine | *Nintendo SDK, C++, Blender, GitLab*

Sep. 2021 – Present

- Creating a basic game for Nintendo Switch™ from scratch only using the Nintendo SDK
- Goal of the project is to have a create library and a collection of complementary development tools for creating small games for the Nintendo Switch™ and a few sample projects to show that the library can be used
- The Project is part of the GameLab III course of the University of Wuerzburg

GameLab II: Balancing Hub | *Unreal Engine 4, C++, Blender, GitLab*

Oct. 2020 – July 2021

- Developed a plugin for the Unreal Engine, that gathers all variables relevant to balancing in one centralised UI and enables the balancing off games at runtime
- Created in cooperation with fellow student Quirin Maier and can be downloaded at his [itch.io page](#)
- The Project was presented at the Games Expo of the University of Wuerzburg. The project page can be found [here](#)

BrightnessBasedTextureLayering | *Unreal Engine 4, GitLab*

Oct. 2020 – Feb. 2021

- Developed an artistic post-processing shader for the "Movie making with Games Engine Course"
- Created in cooperation with four design students
- Created a demo scene, that can be downloaded together with the shader at my [itch.io page](#)

GameLab I: Empty Spaces | *Unreal Engine 4, C++, Blender, GitLab*

Mar. 2020 – Jul. 2020

- Developed a small bullethell metroidvania, with an dynamically loaded open world consisting of six regions
- Can be downloaded and played at my [itch.io page](#)

Skills

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

Languages (strong knowledge): C++17, C++14, C#, Java

Languages (basic knowledge): JavaScript, Typescript, Bash, Python

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

Libraries and Frameworks: Nintendo SDK, NVN, WebGL, OpenGL, Docker, discord.net, discord.js, discord.py

Other Tool: L^AT_EX, ffmpeg

Social Commitment

- Speaker of the Student Council (Mathematics & Computer Sciences)** Oct. 2021 – Present
- Coordinating the Student Council (Mathematics & Computer Sciences)
 - Student-Representative in multiple committees and councils on faculty and university level
- Founding and Managment of the eSport Club "eSport Uni Würzburg"** Nov. 2019 – Present
- 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 and developed a own management bot in JavaScript for it
- Member in the Games Engineering Student Initiative** Oct. 2019 – Present
- Organising Lan-Parties at the begin of each term
 - Freshman events like campus tours, gaming nights, club nights or craft evenings
 - Managing the Game Engineering Discord Server
- Member of the Student Council (Mathematics & Computer Sciences)** Sep. 2019 – Present
- Organising Freshman events like campus tours, campus/city rallies or (board-)game nights
 - Organising digital Christmas parties and campus rally in WorkAdventure
 - Student representative in appointment committees for
 - * Professorship "Optimierung unter Ressourcenbeschränkung"
 - * Professorship "Reinforcement Learning and Decision-Making"
 - * Professorship "Mathematik des maschinellen Lernens"

Hobbies

- **Gaming** (Nintendo Switch, PC, VR)
- **Board-games**
- **Playing Saxophone**
- **Audio Books**
- **Cycling/Mountain Biking**
- **3D Modelling** (Blender)
- **Discord Bot Development**