

Pirmin Pfeifer

STUDENT, GAMES ENGINEERING BSc

Julius-Maximilians University - Germany

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Education

Games Engineering BSc

JULIUS-MAXIMILIANS UNIVERSITY

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

Würzburg, Germany

Sep 2019 - PRESENT

Abitur

FRIEDRICH-LIST-GYMNASIUM

- Received Grade: 2.0

Gemünden, Germany

Sep 2011 - Jul. 2019

University Projects

GameLab III: Switch Engine

NINTENDO SDK | C++ | BLENDER | GITLAB

- Creating a hardware-oriented, specialised engine for the Nintendo Switch™ console with a focus on compile-time save asset management
- 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
- Resources: [Midterm Trailer](#)

Würzburg, Germany

Sep. 2021 - PRESENT

GameLab II: Balancing Hub

UNREAL ENGINE 4 | C++ | BLENDER | GITLAB

- 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 \(GitHub\)](#)

Würzburg, Germany

Oct. 2020 - Jul. 2021

BrightnessBasedTextureLayering

UNREAL ENGINE 4 | GITLAB

- 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](#)

Würzburg, Germany

Oct. 2020 - Feb. 2021

GameLab I: Empty Spaces

UNREAL ENGINE 4 | C++ | BLENDER | GITLAB

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

Würzburg, Germany

Mar. 2020 - Jul. 2020

Work Experience

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

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 - PRESENT

Skills

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

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

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

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

Libraries and Frameworks: Nintendo SDK, WebGL, OpenGL, Docker, Discord API

Other Tool: L^AT_EX, ffmpeg

Social Commitment

Speaker of the Student Council (Mathematics & Computer Sciences)

Würzburg, Germany

JULIUS-MAXIMILIANS UNIVERSITY

Oct. 2021 - PRESENT

- 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"
 - "Haushaltskommission der Universität Würzburg"
 - "Studienzuschusskommission für die/den Beauftragte/n für Studierende mit Behinderung und chronischer Erkrankung (KIS)"

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

Würzburg, Germany

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

Member in the Games Engineering Student Initiative

Würzburg, Germany

JULIUS-MAXIMILIANS UNIVERSITY

Oct. 2019 - PRESENT

- 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

Member of the Student Council (Mathematics & Computer Sciences)

Würzburg, Germany

JULIUS-MAXIMILIANS UNIVERSITY

Sep. 2019 - PRESENT

- Organising freshman events like campus tours, campus/city rallies, pub nights 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"

Robotics AG Tutor

Gemünden, Germany

FRIEDRICH-LIST-GYMNASIUM

Sep. 2015 - Jul. 2018

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