Carlos Tokarski

Game Developer - Animation & Game Student

Reichelstraße 29
60431 Frankfurt am Main
(+49) 1522 - 1618133
carlos.tokarski@protonmail.com
dasmonopol.github.io

EDUCATION

University of Applied Sciences, Darmstadt — *Ongoing*

OCTOBER 2017 – PRESENT

Course of studies being Animation & Game

Development of several games in teams of four people or alone

Completion of several courses covering programming, 3D & 2D art and animation and production management

Completion of electives covering shader development, C++ engine development, UI/UX design and game design

Burggymnasium, Friedberg — *Abitur (2,6 GPA)*

SEPTEMBER 2014 – JUNE 2017

PROJECTS

IMCognito — *University Project*

C#, Unity, Team of four

Mission Insignia — *University Project*

C#, Unity, Virtual Reality, Team of four

Forsaken Adventures — *University Project*

C#, Unity, Team of four

Deranged — *University Project*

C#, Unity, Solo

ABILITIES AND SKILLS

Programming Languages

C#	Expert
C++	Proficient
p5.js	Intermediate
Python	Intermediate
GDScript	Intermediate

Tools

Unity	Expert
Blender	Proficient
Photoshop	Proficient
Github	Proficient
Perforce	Proficient
CryEngine	Intermediate
Godot	Intermediate

LANGUAGES

German	Native
English	Fluent
French	Beginner