Carlos Tokarski

Full Stack Developer - Game Developer

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WORK EXPERIENCE

Vetsoft One, Hennef — *Software Developer*

AUGUST 2022 – PRESENT

Fullstack C# development with the ASP.NET Core Blazor framework. Tasks included full server logic, database queries with the EF Core framework, importing customer data, and full client-side Blazor integration.

Envision Entertainment GmbH, Ingelheim am Rhein — *Tool Developer*

NOVEMBER 2021 - MARCH 2022

Internship in tool development utilizing the WPF framework and C#. I was tasked with bug fixing, adding quality-of-life features, and creating tools for the rest of the team.

EDUCATION

University of Applied Sciences, Darmstadt

OCTOBER 2017 – SEPTEMBER 2022

Completion of several courses in the areas of programming, 3D and 2D graphics, and animation as well as production management

Completion of electives in the areas of shader development, C++ engine development, UI/UX design and game design

PROJECTS

University Projects — *Game Development*

Programming and partial management of five game projects, all of which were created in teams of four people.

Vet at Work — *Praxismanagement Software*

Fullstack development using Blazor, C#, and SQL.

PROGRAMMING LANGUAGES

C#	Expert
SQL	Proficient
GDScript	Proficient

TOOLS & FRAMEWORKS

Unity	Expert
Blender	Intermediate
Photoshop	Intermediate
Github	Intermediate
Godot	Intermediate
MSSQL	Intermediate

LANGUAGES

Deutsch	Native
Englisch	Fluent