Marcel Rei

Game Developer

👤 Profile

Ambitious game development vocational training student embarking on my journey to secure my first position within the game industry. Currently progressing through the first semester of vocational training with hard work and focus, I am ready to turn my dedication into tangible results. Excited to apply my developing skills and knowledge to real-world projects, I approach this opportunity with enthusiasm and eagerness to learn.

🎓 Education

technical college entrance qualification, Rudolf-Steiner-School, Schloss Hamborn

August 2009 — July 2021

technical college certificate, ATIW vocational college, Paderborn

August 2021 — June 2023

bib International College, Paderborn

October 2023

👥 Internships

Developer at Agentbase AG, Paderborn

March 2022 — April 2022

During my five-week full-time student internship at Agentbase AG, I developed a database using low-code technology on the OutSystems platform, complemented with C# programming. This project focused on optimizing data management and retrieval processes. My independent and proactive approach ensured the successful completion of the project to the satisfaction of the team.

Developer at Agentbase AG, Paderborn

September 2022 — October 2022

During my second full-time student internship at Agentbase AG, I took on the challenge of developing a new application using low-code on the OutSystems platform. This involved integrating programming code in C# to optimize route planning. With my independent and enthusiastic approach, I successfully completed tasks to the fullest satisfaction of the team.

Details

Im Twietken 12
Paderborn, 33106
Germany
Marcel.Rei@edu.bib.de

Date of birth

07.11.2002

Nationality

German

Soft Skills

Team Worker
Fast Learner
Adaptibility

Skills

C#

HTML & CSS

Java

Python

Git

Languages

English

German