



## Hannes Sturm

`dersturm.github.io`

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I want to explore the limits of virtual story-telling and cinematography using state-of-the-art technology and push them even further, to achieve the best results possible.

## PERSONAL INFORMATION

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- **Address**  
Landgraben 54,  
74523 Schwäbisch Hall, Germany
- **Date of birth**  
07. August 1999

## EXPERIENCE

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- **Internship Web-developer**  
Porsche AG, Ludwigsburg  
Nov. 2021 - Apr. 2022
- **Building a monitor-based lightstage**  
*Bachelor thesis*  
Developing a monitor-based lightstage.  
2021
- **Videogames & VFX 1 + 2**  
*Practical Training* at the university.  
Developing a video game independently during 6 months as a team. Specialized in gameplay programming, lighting, scripting, VFX.  
2020/21
- **Seminar Fascination Virtual Worlds**  
Introduction to Blender: 3D modelling, texturing, animation, lighting, shading, post production, editing.  
2020

## EDUCATION

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- **B.Sc. Media Informatics**  
Eberhard Karls University Tübingen  
2018 - 2021
- **Abitur (A-Levels)**  
Gymnasium bei St. Michael, Schwäbisch Hall  
2018

## SKILLS

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- **Programming Languages**  
C#, C++, Python, Java, Typescript
- **Game Engines**  
Unity (*proficient*), Unreal Engine 4 (*beginner*)
- **3D software**  
Blender (*proficient*)
- **Artistic eye**
- **Great ambition and the ability to learn quickly**
- **Languages**  
German (*native*), English (*fluent*), Japanese (*elementary*)

## INTERESTS

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- Creating digital art as a hobby, from drawing and digital painting over 3D modelling to game development.