



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

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

EXPERIENCE

- **Internship Web-developer**
Porsche AG, Ludwigsburg
Full-stack web-development, cloud-deployment
Nov. 2021 - Apr. 2022
- **Building a monitor-based lightstage**
Bachelor thesis
Developing a monitor-based lightstage in C++ to enable continuous relighting of the most complex scenes for the research group.
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 Fascinating Virtual Worlds**
Introduction to Blender: 3D modelling, texturing, animation, lighting, shading, post production, editing.
2020

EDUCATION

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

SKILLS

- **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

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