Ela Louise Glatzeder

Software & Game Developer

Contact & Portfolio

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Professional Summary

With a Bachelor's degree in Computer Games Technology specializing in C# and C++, I have accumulated over 4 years of experience in software and game development and various other technologies. I attained a wide range of skills in working with teams using Agile practices, adaptability to any situation, critical thinking for problem solving, and high attention to detail.

Technical Skills

Programming Languages: C#, C++, Java, Scala, dHTML, SQL
Engines & Tools: Unity, Unreal Engine, 3ds Max
Methodologies: Agile (Scrum), Continuous Integration/Deployment
Languages: German - Native, English - IELTS CEFR Level C1
Additional: Game design principles, UI/UX design, technical documentation

Experience

December 2024 – Present

Information Technology Representative

P. Glatzeder GmbH, Detmold

- ❖ Configured and maintained computers, printers, and other devices; installing, updating , and troubleshooting software
- ❖ Ran training sessions on new hardware and software, boosting team efficiency and technical know-how
- ❖ Researched and introduced practical IT solutions, a process that has sharpened my troubleshooting skills for coding challenges
- ❖ Prepared and managed internal and external audits; ISO 9001:2015

September 2023 - June 2024

UI & UX Programmer

Thunder Blossom Games - Solent University, Southampton

- ❖ Planned and implemented User Interfaces and cutscene triggers, and adjusted components to perfectly match game mechanics, ensuring a smooth, immersive experience
- ❖ Collaborated in an Agile team, helping streamline design iterations through clear communication

February 2023 – April 2023

Project Intern

Empolis Information Management GmbH, Bielefeld

- ❖ Designed and developed a Scala-based web application for easier client system monitoring
- ❖ Produced detailed technical documentation and conducted rigorous testing, earning the award for "Best Software Project" by bib International College and Empolis for innovation and excellence
- ❖ Actively contributed in daily stand-ups, which led to noticeable improvements in project efficiency

Education

Bachelor of Science (Hons) in Computer Games Technology

Solent University, Southampton, UK

- ❖ I have been awarded the degree Bachelor of Science with Second Class Honours (First Division) having followed an approved Honours programme in Computer Games Technology

October 2021 – September 2023

State Certified Computer Scientist Multimedia

bib International College, Paderborn, Germany

- ❖ I have successfully completed the Game Development programme and was awarded the professional title State Certified Computer Scientist Multimedia.

September 2018 – July 2020

Fachhochschulreife

Dietrich-Bonhoeffer-Berufskolleg

Activities and Interests

Gaming

- ❖ Enhances my ability to analyze game mechanics, user experience, and emerging industry trends, allowing me to develop engaging and immersive digital experiences.

Equestrianism

- ❖ Fosters discipline, patience, and problem-solving skills—qualities that translate into structured coding practices and efficient debugging in software development.

Crocheting

- ❖ Has honed my attention to detail and creativity, essential for crafting intricate game designs and seamless user interfaces.