

# Curriculum Vitae

## Personal Details

**Name:** Felix Ledóchowski  
**Address:** Zirkusgasse 19/14, 1020  
Vienna  
**Nationality:** Austrian  
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**Birth Date:** 05.05.1992  
**Driver's License:** Full Austrian Class B license



Software engineer with 4 years of professional experience in Virtual Reality and mobile development in Unreal Engine. Developed and released multiple mobile and desktop applications created in Unreal Engine 4 and 5. Experienced in creating scalable applications from smart phones all the way to high end 4K multi touch table solutions. Created and tested multiple locomotion techniques for both virtual reality and mobile during studies at Vienna University of Technology. Completed Masters of Media Informatics with distinction.

## Personal Profile

**Languages:** German (native), English (fluent)  
**I.T. skills:** Programming skills in Unreal Engine 4 & 5, Gameplay Ability System, Blueprints, C++, C#, Unity, Java, GML, CSS/HTML, SQL, JavaScript, Blender, Matlab, Experienced with developing applications for Android, iOS, Windows and Meta Quest. Microsoft Excel  
**Personal Interests:** Video game development, Mobile development, Virtual Reality

## Education

2016 - September 2023 **MSc in Media Informatics** at the **Vienna University of Technology**  
Focus on Virtual Reality, Augmented Reality and Game Development  
(Passed with distinction)  
2010 - 2016: **BSc in Media Informatics and Visual Computing** at the **Vienna University of Technology**  
2008: **Term abroad: Dublin, Ireland**  
St. Killian School  
2002 –2010: **Secondary School: Schottengymnasium**  
Vienna, Austria

## Work experience

2019 - 2023 **Full Time employment as Software Developer at SquareBytes**  
Tasks: **Unreal Engine 4 and 5 development using C++ and Blueprints. Development and release of multiple mobile real estate applications featuring augmented reality, 3D navigation, DLC download and real time data fetching. Development of**

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*VR applications featuring hand tracking and multiplayer. Development of real estate applications capable of responsively scaling from mobile, tablets, PC all the way to 4K multi touch tables. Some experience in developing applications using Kinect.*

March - May 2017

**Internship at Interactive Media Systems**

Tasks: *Improving Tracking performance for a VR solution in C++*

July - September 2016

**Temporary Employment at Novomatic Gaming Industries' Game Studio 1**

Tasks: *Developing a GUI in C++ and SFML for testing new concepts*

*Developing a tool in C# for creating XMLs for Interface*

*Supporting the Design Team with technical problems*

July & August 2013:

**Internship at Misys**

Tasks: *Database management using SQL & Excel, Customer Relations*

November 2010 -

**Civil Service at Haus Malta (retirement home)**

August 2011:

Tasks: *I.T. support, Elderly care*

July & August 2010:

**Internship at the I.T. Department of the Austrian Chambers of Commerce:**

Tasks: *Developing Excel tools (models/macros), On-site service, Tutorial creation*

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