# Marcel-André Hille

## SOFTWARE ENGINEER

---

## Personal Profile

Software engineer with proven full-stack hands-on experience in web development, interactive application development and design thinking.

---

## Skills

Design thinking
Agile Project Management
Software Architecture, OOP & Clean Code
React.js & Redux, Vue.js, Angular.js, Node.js, SQL,
NoSQL, Git, C#, Unity3D

---

## Contact Details

📞 +49 (0) 152 275 98 436
✉ maredesign.founder@gmail.com
🔘 https://github.com/GERInFact

Johannesstraße 31A
70176 Stuttgart
Germany

---

# Experience

### SOFTWARE ENGINEER

*EDER GMBH (2019 - PRESENT)*

Design, implement & maintain complex web-based applications
Direct agile project management methodology
Integrate & maintain database solutions

### SOFTWARE ENGINEER

*COBRA - COMPUTER'S BRAINWARE GMBH (2018)*

Maintain & test CRM desktop application

### DIRECTOR OF STUDIES

*SAE INSTITUTE GMBH (2016 - 2018)*

Direct BSc (Hons.) Games Programming Course
Evolve public & business relations

### LECTURER OF COMPUTER SCIENCE

*SAE INSTITUTE GMBH (2016 - present)*

Software Architecture, Design Patterns, UX, Game Mathematics, Game AI

# Education

### WEB DEVELOPMENT & DESIGN

*CAREERFOUNDRY (2019 - 2020)*

Full-Stack Development & Collaboration

### BSC (HONS) GAMES PROGRAMMING, FIRST CLASS

*SAE INSTITUTE GMBH (2014 - 2019)*

- Academic Excellence Award
- ECTS Grade A

### ISA SURF INSTRUCTOR LVL 1

*SURFING AUSTRALIA (2013)*

# Other Projects:

- www.alber-pfindel.de, using HTML5, CSS3, ES6+
- Procedural Content Generator, using Unity3D
- BitBoard Game, using Bit Operations in Unity3D
- Interactive AR Truck Application Demo for Daimler, using Wikitude & Unity3D
- Game AI driven Android Hack n' Slay Game, using Unity3D
- Ticket management system, using DevExpess & SQL Server
- Database Migrator & Normalizer, using WinForms & SQL
- Games Immersion - A Coding Camp for Gamer, founded in 2017