

## PROJECTS



### PEN CONTROLLER FOR VOLUMETRIC 3D SKETCHING IN VR

*Master-Thesis*

I developed and designed a custom controller for 3D drawing in Virtual Reality



Sep 2021 - April 2022



### CONCEPT ARTIST

*Part-time 2D-Artist*

2020 - 2021

I joined the team at caps labs for a now cancelled game project, in order to produce both concept art and in-game assets. I produced character designs, animated pixel art, and environmental concept art.



### BEATSPEEDER

*Unity VR*

Nov 2019 - Feb 2020

Development of a rhythm game for the Oculus Quest VR Headset in Unity as a team of 3. Acting as project lead I provided and executed ideas about the direction of the game.



# JOB & EDUCATION

---



## CLOUDFLIGHT

*Software-Engineer using C++ and Qt, for embedded devices.*

2022 - Present



## SAARLAND UNIVERSITY

*MSc. Media-Informatics*

2017 - 2022



## KEIO UNIVERSITY TOKYO

*Japanese Language Program*

2018 - 2019



## UNIVERSITY OF PASSAU

*BSc. Computer Science*

2013 - 2017

# PROGRAMMING & SOFTWARE

---

- C++
- C#
- Python
- Matlab
- Qt

- Photoshop
- Unity
- Fusion 360
- Gravity Sketch
- Unreal

# LANGUAGE SKILLS

---

	German	Native
	English	Fluent
	Japanese	Intermediate
	French	Basic Communication

# SCHOLARSHIPS

---

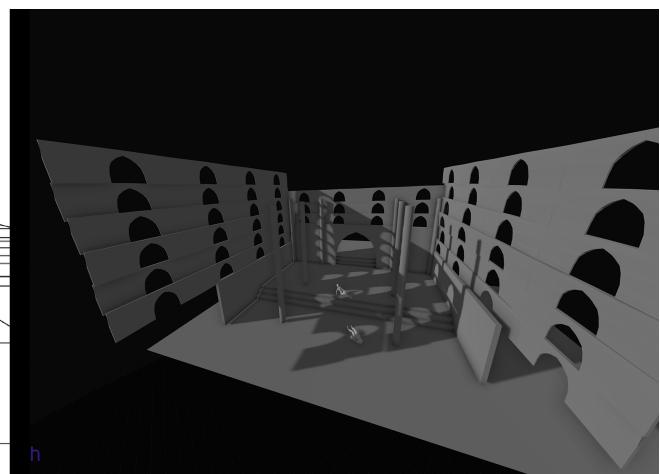
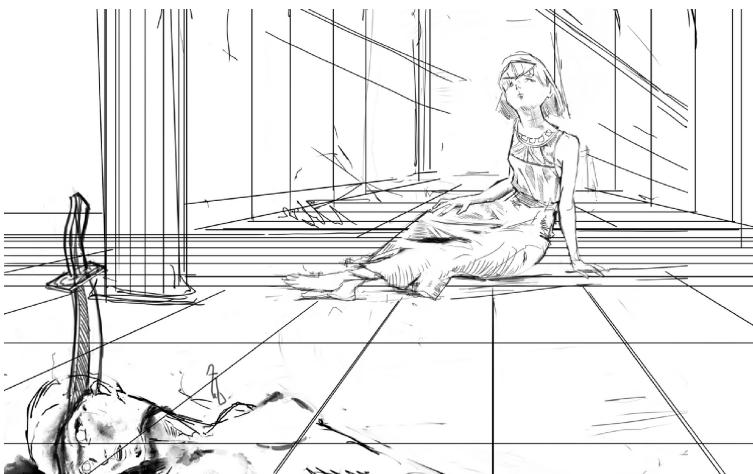


## JAPAN STUDENT SERVICES ORGANIZATION, Jasso-Scholarship

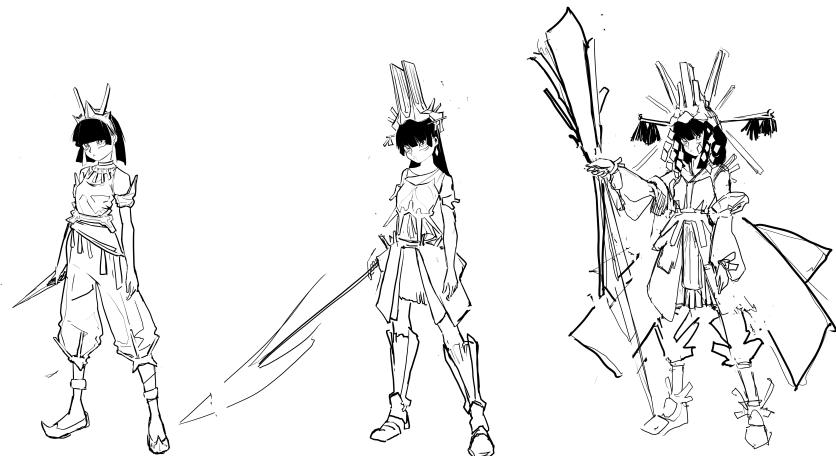
2018-2019

As part of my two-semester studies at Keio University, I received a scholarship by the Japan Student Services Organization.

# PORTFOLIO EXCERPT



I created a 3D scene first using Gravity Sketch, which was then rendered in Unreal. I then painted over the rendered image to arrive at the final illustration.



I love designing characters. Here I did two variations on showing 3 different designs of the same character.