



**Tom Ille**  
Game Developer

## Profile

I am a passionate game developer and gamer who is eager to gain experience in the game industry. I moved to Gothenburg, Sweden in 2017 to attain my master's degree in Game Design and Technology. I love tackling both Game Design and Software Engineering challenges in a creative and goal-oriented manner. My focus is on creating software that works efficiently while providing the best possible experience for the audience.

## Personal

Date of Birth: 1996.06.25  
Place of Birth: Germany

## Contact

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## Experience

### Freelance Software Engineer

*TTE Europe GmbH, Dresden, Germany*  
07/2020 – 09/2020  
App Development with Xamarin

### Intern

*TraceTronic GmbH, Dresden, Germany*  
03/2016 - 06/2016  
Feature Feasibility Tests in Commercial Unity3D project, 3D Modelling, Hardware Maintenance, Feature Testing.

## Education

### M.Sc. Game Design and Technology

*University of Gothenburg.*  
07/2017 - 09/2020  
Computer Graphics, Agile Software Development, AI Algorithms, Game Engine Architecture, Gameplay Design, Software Quality.

### B.Sc. Media Informatics

*University of Applied Sciences, Dresden, Germany*  
10/2014 - 06/2017  
Programming, Databases, Operating Systems, Computer Graphics, Software Development Tools, Design Tools (Adobe Photoshop, Autodesk Maya).

### Abitur (equivalent to A-Level)

*Werner-von-Siemens-Gymnasium, Großenhain, Germany*  
09/2006 - 06/2014

## Skills

### Computer Languages

C#, C++, Java, C, PHP, HTML, Python, GDScript

### Software Development

Agile Methodology, Algorithms, Data Structures, Android Development, Design Patterns

### Tools

Git, Unity3D, Blender, Autodesk Maya, Adobe Photoshop, Unreal Engine, Xamarin, Godot

### Languages

German (native), English (fluent), Swedish(beginner), French(beginner)