



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

Address: Oxhagsgatan 20,
41475 Göteborg
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Experience

Freelance Software Engineer

TTE Europe GmbH, Dresden, Germany
07/2020 – 11/2020
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 - 12/2020
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)