



Tom Ille

Game Developer

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📍 Gothenburg, Sweden

Work Experience

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| Freelance Mobile Developer
07/2020 - 12/2020 | TTE Europe GmbH, Dresden, Germany
Sole developer of an Android app with Xamarin for Visual Studio. <ul style="list-style-type: none">• Mobile .NET Development• Decoupling via MVVM• REST API Communication via HTTP Protocol• Unit Testing |
| Freelance Web Developer
08/2018 - 11/2018 | TTE Europe GmbH, Dresden, Germany
Sole web developer of www.waffenbuch.de . <ul style="list-style-type: none">• Web Development via CMS (Contao)• Responsive Web Development |
| Intern
03/2016 - 06/2016 | TraceTronic GmbH, Dresden, Germany
Part of a Unity development team. <ul style="list-style-type: none">• Feature Feasibility Tests• Feature Prototyping• 3D Modelling• Hardware Maintenance and Testing |

Education

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| M.Sc. Game Design and Technology
07/2017 - 12/2020 | TTE Europe GmbH, Dresden, Germany
Computer Graphics, Unity Game Development, AR/VR, Agile Software Development, AI Algorithms, Game Engine Architecture, Gameplay Design, Software Quality. |
| B.Sc. Media Informatics
08/2018 - 11/2018 | TTE Europe GmbH, Dresden, Germany
Programming, Databases, Operating Systems, Computer Graphics, Software Development Tools, Design Tools (Adobe Photoshop, Autodesk Maya). |

Profile

I am a passionate game developer and graduated game design student who is eager to gain experience in the game industry. 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 and stably while providing the best possible experience for the audience.

Skills

Computer Languages

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

Tools

Unity, Xamarin, Git, Blender, Unreal Engine, Adobe Photoshop

Languages

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