Tom Ille

Software Engineer

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🌐 www.tom.ille-web.de

📍 Gothenburg, Sweden

💼 Work Experience

Freelance Mobile Developer
07/2020 - 12/2020

TTE Europe GmbH, Dresden, Germany

Sole developer of an Android app with Xamarin for Visual Studio.

- 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.

- Web Development via CMS (Contao)
- Responsive Web Development

Intern
03/2016 - 06/2016

TraceTronic GmbH, Dresden, Germany

Part of a Unity development team.

- Feature Feasibility Tests
- Feature Prototyping
- 3D Modelling
- Hardware Maintenance and Testing

🎓 Education

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 software engineer with a master's degree game development. I love tackling 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)