



Tom Ille

Game Developer

✉ tom.ille@web.de

☎ +46 79 336 4639

🌐 www.tom.ille-web.de

📍 Gothenburg, Sweden

Work Experience

Software Engineer

04/2021 - present

Navico Sweden AB

Gothenburg, Sweden

Part of a team of developers and designers to develop Software for an [in-house maritime electronics platform](#).

- Android UI Development
- Focus on Software Architecture and Testing

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
- Architectural App Design Patterns

Freelance Web Developer

08/2018 - 11/2018

TTE Europe GmbH

Dresden, Germany

Sole web developer of www.waffenbuch.de.

- Responsive Web Development

Intern

03/2017 - 06/2017

TraceTronic GmbH

Dresden, Germany

Part of a team that developed a visualization software for the automotive sector based on the

Education

M.Sc. Game Design and Technology

07/2017 - 12/2020

Gothenburg University

Gothenburg, Sweden

Computer Graphics, Unity Game Development, AR/VR, Agile Software Development, Game Engine Architecture, Gameplay Design

B.Sc. Media Informatics

10/2014 - 06/2017

University of Applied Sciences

Dresden, Germany

Programming, Databases, Operating Systems, Computer Graphics

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)