



Tom Ille

Game Developer

✉ tom.ille@web.de
☎ +49 176 978 45 243
🌐 www.tom.ille-web.de
📍 Gothenburg, Sweden

Work Experience

Freelance Mobile Developer **TTE Europe GmbH, Dresden, Germany**
07/2020 - 02/2020 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 **TTE Europe GmbH, Dresden, Germany**
08/2018 - 11/2018 Sole web developer of www.waffenbuch.de.

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

Intern **TraceTronic GmbH, Dresden, Germany**
03/2016 - 06/2016 Part of a Unity development team.

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

Education

M.Sc. Game Design and Technology **TTE Europe GmbH, Dresden, Germany**
07/2017 - 12/2020 Computer Graphics, Unity Game Development, AR/VR, Agile Software Development, AI Algorithms, Game Engine Architecture, Gameplay Design, Software Quality.

B.Sc. Media Informatics **TTE Europe GmbH, Dresden, Germany**
08/2018 - 11/2018 Programming, Databases, Operating Systems, Computer Graphics, Software Development Tools, Design Tools (Adobe Photoshop, Autodesk Maya).

Profile

I am a passionate game developer and graduated 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)