



# Tom Ille

## Game Developer

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### Work Experience

#### Software Engineer

05/2021 - present

#### Navico Sweden AB

Gothenburg, Sweden

Part of a team of developers and designers that developed software for the Android-based, [in-house maritime electronics platform](#).

- Android development with Kotlin
- UI/UX 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 Visual Studio Xamarin.

- Mobile .NET development
- Rest API communication via HTTP
- MVVM software design pattern

#### Freelance Web Developer

07/2020 - 12/2020

#### TTE Europe GmbH

Dresden, Germany

Sole developer of [www.waffenbuch.de](http://www.waffenbuch.de).

- Responsive front-end development

#### Intern

03/2017 - 06/2017

#### TraceTronic GmbH

Dresden, Germany

Part of a team that developed a Unity-based visualization for automotive driver assistance systems.

- Unity prototyping
- 3D modelling

### Education

#### M.Sc. Game Design and Technology

07/2017 - 12/2020

#### Gothenburg University

Gothenburg, Sweden

Computer Graphics, Unity, Unreal, AR/VR, AI Algorithms, Game Engine Architecture, Gameplay Design, Software Quality

#### B.Sc. Media Informatics

10/2014 - 06/2017

#### University of Applied Sciences

Dresden, Germany

Software Engineering, Computer Graphics, Graphics Design Tools

### Profile

I am a passionate game developer with a Master's degree in Game Design who is eager to gain experience in the game development industry. I love tackling both game design and software engineering challenges in a creative and goal-oriented manner. My focus is on creating clean, efficient and reliable software that brings a rich, fulfilling experience to the audience.

### Skills

#### Computer Languages

C#, C++, Kotlin, Java, C, PHP, HTML

#### Tools

Unity, Android Studio, Visual Studio, Git, Blender, Adobe Photoshop

#### Languages

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