Game Developer

Tom Ille

# Work Experience



**B.Sc. Media Informatics**

10/2014 - 06/2017

**University of Applied Sciences**

Dresden, Germany

Programming, Databases, Operating Systems, Computer Graphics

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Gothenburg, Sweden



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.

# Profile



**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

**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 [Unity](https://unity.com/) engine.

**Freelance Web Developer**

08/2018 - 11/2018

**TTE Europe GmbH**

Dresden, Germany

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

* Responsive Web Development

**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

**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](https://www.simrad-yachting.com/sv-se/nsx/).

* Android UI Development
* Focus on Software Architecture and Testing

# Education



# 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)