Jan Malitschek

Programmer & Techincal Artist

Contact
(+49) 01525 1500852
jan_malitschek@yahoo.com

Personal Statement

I am a passionate and resourceful indie game developer from Germany focussing mainly on anything programming related like gameplay programming, Toolsdev, Tech Art and Shader magic. I like things to be very visual. I believe that seeing something visualized or even interactive is the key to making it intuitive and easy/fun to use. If a certain feature is bothering me it's time to create a workaround or simply something to do the same thing, but better!

I've been dabbling in game design for about 8 years now with loads of proficiency in Unity3D, Blender, C# and graphics programming.

I ultimatley love being around and working with likeminded folks towards a common goal.

Experience

Microsoft HoloLens Digital Twin for the Embedded World Fair

2018

Creation of a digital twin of a Festo flow simulation model using Blender and Unity3D and porting it onto the Microsoft HoloLens in collaboration with the Ruhr Universität Bochum and Avnet Silica. It was a great opportunity to get some hands-on-experience with cutting-edge tech such as the HoloLens.

Projects

Trials of Argolis – A First-Person Combat Game

2020

Trials of Argolis is my most ambitious solo-project to date. It is a First-Person melee combat bossrush game set in ancient greece. The game features a semi open world with different explorable environments and 15 unique boss battles. The entire project was created from scratch in about 6-7 months in 2020 teaching me a lot about character animation and environment art. Game Page:
https://store.steampowered.com/app/1453460/Trials_of_Argolis/

In Somnio – Haunted PS1 Demo Disc

2019-2020

In Somnio is my attempt at a dream journal in game form, created for the Haunted PS1 Demo Disc 2020
The Haunted PS1 is a relatively large community of passionate game developers with the shared goal of creating spooky games using the nostalgic aesthetic of the PSX. The community was founded by Breogan Hackett in 2017. It has sparked multiple collaborative projects since then with the Demo Disc being the first major one followed by EEK3 which was our replacement for E3, which unfortunately had to

Skills

Highly proficient in Unity3D, Blender

Very proficient with C#
Intermediate C++ experience

Fair amount of GLSL,HLSL and ShaderLab experience including Compute Shaders

Fair amount of experience in regards to modelling, character modelling, texturing and character animation

SFX creation
Soundtrack composition

Awards

Endorsement from Microsoft Corporation & Avnet Silica

Languages

German (Native Language)
English

Interests

Solving intricate problems, Everything Gamedesign related, Playing the Piano, Working/Spending time with passionate,

be cancelled in 2020.
In Somnio itself features 5 different dreams in total which don't have anything specific in common apart from being quite short.
This was the first game where I was able to achieve proper PSX looking graphics combining custom shaders and post processing.
Apart from that I utilized vertex colors for the first time, which of course were extremely popular during the PSX era,
however back when I made the game I did not realize how widely they're still being used today. Game Page:
https://jan-malitschek.itch.io/in-somnio

Lost in the Backrooms – Haunted PS1 Summer Spooks
2019

Lost in the Backrooms is my personal interpretation of the Backrooms urban legend that was quite popular back in 2019. The game revolves around the player exploring the bleak and lonely, or maybe not so lonely, environment that is the backrooms. The game is entirely procedural allowing the player to continue walking the Backrooms forever, only being restricted by story progression.
The project was created for the Haunted PS1 Summer Spooks gamejam in collaboration with Greg Elperin and Jeff Kekenj who helped me with writing and were both immense helps figuring out ideas. Game Page:
https://jan-malitschek.itch.io/lost-in-the-backrooms

The Crawford Family – Haunted PS1 Halloween Jam
2018

The Crawford family is a Third-Person horror bossrush inspired by classic slasher movies. It allows the player to explore the Crawford farm in the middle of nowhere while having to deal with it's relentless inhabitants constantly trying to chase them down.
To progress and ultimately defeat the three Crawford family members the player has to solve puzzles under pressure while being persued. Failing leads to an instant and gory death.
The project was created for the Haunted PS1 Halloween Jam
Game Page: https://jan-malitschek.itch.io/the-crawford-family

The Silent House – First ever public game
2016-2017

This was my first public entry into the indie dev community. Way too ambitious for a first project it definitely still reflects my mentality when it comes to game design, which is to create something as perfect as possible. Of course my skill level was drastically different back then and perfect is always relative but it still remains a great achievement for me.
The Silent House is a fairly conventional horror game inspired by classics like Outlast and Anmesia: The dark Descent. It is very linear and offers about 45 minutes of playtime which is moslty due to all the different environments the player can explore.

It is also my most popular game to date being played by thousands of people and being feature by several popular Youtubers such as RiskRim, John Wolfe, 8-Bit Gaming and Markiplier.
Game Page: https://gamejolt.com/games/TheSilentHouse/254383