About Me

Ernst-Mach-Str. 14
5020 Salzburg
Austria

19th November 1994

📞 +43677 62391691
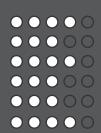
✉ jaqueline.wieland@gmail.com

🏳 JaquelineWieland.github.io

Skills

C++   ●●●●●○
C#   ●●●○○○
Unreal Engine 4   ●●●●○○
Unity   ●●●○○○
Git & Perforce   ●●●○○○
Virtual Reality   ●●●●○

Software Design Pattern
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Software Architecture
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Algorithms & Datastructures
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Computer Graphics
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Computer Vision
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Software Projectmanagement
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Language

German   native
English   professional (C1)

Interests

Video Games, Virtual Reality,
Programming, Hiking

Jaqueline Wieland B.Sc.
Gameplay Programmer

💼 Job Experiences

Game Programming Intern @ ForceFieldVR
July 2017 – December 2017
Full-time internship
Part of Pitches & Prototypes Team
Development of several small experiences and games for VR devices in Unreal
Including: HTC Vive, Oculus Rift & Touch, GearVR, Google Daydream

IT Department @ Kaindl KG
January 2017 – June 2017
Part-time beside studies
Development of several web applications to increase and simplify workflow. Used technologies: VB Script, HTML, CSS, PHP, MySQL, Javascript

Freelance Work - Programming @ Symbiosis - I.D.S.
July 2014 – May 2015
Part-time beside studies
Creating VB scripts to increase workflow
Development of fully automated Excel applications to gather and evaluate data and create a variety of diagrams to present the results

🎓 Education

University of Applied Sciences Salzburg
2014 – 2017

Major: Game Development and Augmented Reality

Degree: BSc - Bachelor of Science in Engineering

2016 – Scholarship for academic excellence

2016 – Technical scholarship for academic excellence

Secondary Technical Vocational College and Institute for Technology Hallein
2009 – 2014
Department of Operating Computer Science and Industrial Engineering
2013 - Scholarship for academic excellence