

Jaqueline Wieland

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Email: jwieland.mmt-b2014@fh-salzburg.ac.at Date of Birth: 19th November 1994

Portfolio: JaquelineWieland.github.io

Objective

An internship as a Level Designer or Gameplay Programmer

Education

2014 – 2017

University of Applied Sciences Salzburg

Course of studies:

Multimedia Technology

Department Game Development and Augmented Reality

Degree:

BSc - Bachelor of Science in Engineering

2009 – 2014

**Secondary Technical Vocational College and
Institute for Technology Hallein**

Field of Study:

Department of Operating Computer Science and
Industrial Engineering

Degree:

BHS - Matura with diploma
(Higher School Certificate with vocational education)

Diploma: „Digital History Park“ (Interactive responsive website for Hellbrunn Castle)

Scholarships:

2016

Technology Scholarship for academic excellence

2013

Scholarship for academic excellence

Work Experience

12/2015 – current

IT – Support/Programmer

Kaindl KG – Salzburg, Austria

Developed applications in Microsoft Office Programs (Access, Word and Excel).

Helped to increase the internal workflow.

12/2014 – 05/2015 Freelancer
Symbiosis Branding & Communication – Salzburg, Austria

Extended the previous mentioned program
Developed another fully automated Excel Program

12/2014 – 05/2015 Freelancer
Interactive Data Solutions – Salzburg, Austria

Developed a fully automated Excel Program which interprets data
and automatically creates statistic evaluations.

07/2014 – 08/2014 IT Internship
Mayer & Co Beschlge GmbH – Salzburg, Austria

Mostly worked in ABAP (SAP)
Looked for performance bottlenecks

07/2013 – 08/2013 IT Internship
Kaindl KG – Salzburg, Austria

Developed in VBA, SAP (ABAP), Lotus Notes

Skills

Languages:

German – native

English – Cambridge ESOL Certificate – Level B2

Experience as a team leader of project groups (3 Persons)

Technical Skills

Languages:

C++, C#, GLSL, Java, Visual Basic, Visual Basic .net, VBA, PHP, Javascript, HTML5, CSS3,

Further Experience:

Maya, Blender, Gimp 2.8, MSSQL

Hobbies

Video Games, Programing, creating Levels, Drawing, to go hiking in the mountains