

Jaqueline Wieland

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Email: jaqueline.wieland@gmail.com

Date of Birth: 19th November 1994

Portfolio: <http://JaquelineWieland.github.io>



Objective

An internship as a Gameplay Programmer or Game Designer

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 / Programmer

Kaindl KG – Salzburg, Austria

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

Helped to increase the internal workflow.

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

Extended the program from Interactive Data Solutions.
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 Beschläge 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

Technical Skills

Languages:

C++, C#, GLSL (in Combination with OpenGL), Java, Visual Basic, Visual Basic .net, VBA,
PHP, JavaScript, HTML5, CSS3, SAP(ABAP)

Further Experience:

OO-Programming, Maya, Blender, Gimp 2.8, MSSQL, Software Architecture and Design
(Software Design Patterns - GOF), Algorithms and Datastructures (Pathfinding Algorithms
like A*, Sorting Algorithms), Game Design Principles, Agile Development

IDEs: Visual Studio 2015, Eclipse, NetBeans

Hobbies

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