








JULIAN JULIAN

STUDENT, GAME DEVELOPER

- Motivated Games Engineering Student at Technical University of Munich
- Strong programming skills and excellent knowledge of Unity with more than 3 years experience
- Basic knowledge of Unreal Engine, Firebase, Spring Boot and MongoDB
- Several experience with 3D Modelling, shaders and visual effects

CONTACT

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-  [Julian Julian](#)

LANGUAGE

- Indonesian (Native)
- English (Advanced)
- Germany (Advanced)

COURSES

- C# Unity Game Developer 2D
from Udemy
- C# Unity Game Developer 3D
from Udemy
- RPG Core Combat Creator:
Learn Intermediate Unity C#
Coding from Udemy

SKILLS

- Problem Solving
- Time Management

EDUCATION

- 2006 - 2012 **Elementary School**
SD Methodist-2 Kisaran, Indonesia
- 2012 - 2015 **Junior High School**
SMP Sutomo-1 Medan, Indonesia
- 2015 - 2018 **Senior High School**
SMA Sutomo-1 Medan, Indonesia
- 2020 - Present **University**
Technical University of Munich
Computer Science: Games Engineering

EXTRA-CURRICULAR ACTIVITIES

- 2010 - 2017 **Participated in competitions**
Compete in several science events
- Dec 2018 **Goethe Certificate B2**
Goethe Institut Jakarta, Indonesia
- Apr 2019 **Germany Language School**
Hartnackschule Berlin, Germany
- Nov 2022 **Participated in Workshop**
MongoDB Atlas & Google Cloud Europe Roadshow
- Feb 2023 **Participated in DemoDay**
TUM Wintersemester 2022/23