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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  80689 Bayern, Germany
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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**
MongoB Atlas & Google Cloud European Roadshow

Feb 2023 — **Participated in Demo Day**
TUM Wintersemester 2022/23