



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 Firebase, Spring Boot and MongoDB
- Several experience with shaders and visual effects

CONTACT

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LANGUAGE

Indonesian

English

Germany

COURSES

C# Unity Game Developer
2D from Udemey

C# Unity Game Developer
3D from Udemey

SKILLS

Problem Solving

Time Management

Multitasking

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