

Kerstin Hofer

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Game Developer equipped with knowledge about developing game projects in both Unity and Unreal. Further experience in engine development including physics and graphics programming as well as developing AR/VR applications and deep learning for geometry processing and computer vision.



Education

- 2012 – 2016: BORG Mittersill
- Degree: A-levels
 - Specialisation: artistic-creative
- 2017 – 2020: University of Applied Sciences Salzburg
- Degree: Bachelor of Science
 - Specialisation: Game Development
- 2020 – 2023: University of Applied Sciences Salzburg
- Degree: Master of Science
 - Specialisation: Game Development

Work Experience

- 2019: Internship Spinor GmbH, Munich, Germany
- 6-month internship
 - Tasks included preparing and realising the containerisation of the Shark3D Engine using Docker and Kubernetes as well as their deployment on a cloud service provider
- 2019 – 2021: Working Student Spinor GmbH, Munich, Germany
- Tasks included furthering the deployment of the containerised Engine on a cloud service provider

Personal Info

Wald 96
5742 Wald im Pinzgau
Austria

Date of birth: May 8th, 1998
Nationality: Austrian

Skills

- C++
- C#
- Unity Engine
- Unreal Engine 4
- Python
- PyTorch & PyTorch Lighting
- Docker and Kubernetes

Languages

- German
- English