Laura Marie Wilkinson
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Key Skills

- Proficient in C#, C++, Python.
- 4 years experience in Object Oriented Software Development.
- Worked with engines such as Unity, Unreal Engine and Godot.
- Independently implemented technical solutions with clients.
- Enthusiastic and dedicated to projects.
- Passionate to share knowledge through mentoring and documentation.
- English – Native, German – A2.

Employment History

Software Engineer, THREAKS, Hamburg
(May 2023 to November 2023)
Achievements and responsibilities:
- Primarily used C# during development.
- Ensured a good quality of the codebase through unit testing and thorough documentation.
- Developed internal tools to aid future development.
- Used Unreal Engine 5, Unity during projects.
- Worked within a team to produce quality deliverables.

Mixed Reality Developer, NSYNK, Frankfurt
(July 2021 to May 2023)
Achievements and responsibilities:
- Integrated API of CMS to display dynamic data in client software.
- Used agile methodologies when developing software.
- Developed concepts and solutions for XR (Mixed Reality) experiences.
- Worked with Plastic SCM and Git during projects.
- Developed applications using C# and C++
- Worked with Unreal Engine 4, Unity, and C++ plugins.
- Created and maintained internal documentation.
- Tested application performance on a range of devices.
- Maintained and developed IOS and Windows apps within a small team.

Mixed Reality Intern Developer, Amadeus, Bad Homburg
(June 2019 to September 2020)
Achievements and responsibilities:
- Developed concepts and application requirements.
- Modelled and textured 3D objects to be used within applications with Blender and GIMP.
- Managed the Kanban board during projects.
- Used internal tools such as Confluence and Teams.
- Created technical solutions for combining inhouse technology and new hardware.
- Ensured a good quality of the codebase through unit testing and documentation.
- Showcased a variety of Mixed Reality applications to students, colleagues, and potential clients.
- Mentored students in all aspects of VR development.
- Worked with Unity3D and C# to create VR applications with the HTC Vive and the Hololens/Hololens2.

Game Programming Apprentice, Playground Squad, UK
(July 2016 – July 2017)
- Used Java, C++, C#, and Python, along with Unreal Engine 4 and Unity to create applications.
- Worked in a team on projects, creating/maintaining documentation and managing the Kanban board.
- Pitched concepts to colleagues.
- Took part in internal game jams.

Qualifications

Aberystwyth University
(September 2017 – July 2021)
- **Bachelor Thesis** - VR Application which directly gets data from the ASOS API and feeds it into my filtering system which then in turn displays the appropriate data and 3D models.
- **Final Grade:** 2:1 with Honours
- BSc Computer Science (Inc Integrated Industrial and Professional Training)
- Year in Industry Representative (2019 – 2020)

Alder Grange Sixth Form
(September 2013 – June 2015)
- A-Level Computing
- A-Level Graphics
- BTEC Creative Media

Hobbies & Interests

My general hobbies include:

- Game Jams using Godot – previous projects are available to play on my website!
- Crafting and Sewing
- Retro Hardware
- Personal Projects