

PROFILE

Ambitious, curious and creative second-year student. I started developing small projects in highschool which has sparked a new interest in me. Now I am excited and looking forward to make the first steps into the game industry and gather new experiences.

LORENZ BRACH



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GITHUB.COM/LORIS1109



LORIS1109.GITHUB.IO

Seeking: 4-6 months internship in the game industry, spring 2025.

TECHNICAL SKILLS

- Unity 
- C# 
- Java 
- JavaScript 
- HTML 
- CSS 
- DaVinci Resolve 
- Blender + Maya 

LANGUAGES

- German 
- English 
- Danish 

INTERESTS

- Competitive Sailing
- Climbing
- Drawing
- Coding
- Games + Game Dev

EDUCATIONAL BACKGROUND

10.2023 - present

INTERNATIONAL MEDIA AND COMPUTING, B.SC.

At: HTW, University of Applied Sciences - Berlin, Germany

Graduation expected: Summer 2026

<https://imi-bachelor.htw-berlin.de>

09.2019 - 04.2020

VFX CERTIFICATE

At: Delta Academies - South Delta, Canada

- 3D modeling in Maya
- postproduction with Nuke
- Motion Capture

<https://deltafilmacademy.com/vfx-academy-program-info/>

09.2014 - 06.2022

ABITUR (HIGHSCHOOL DEGREE)

At: Ökumenisches Gymnasium zu Bremen - Bremen, Germany

Final Thesis (Informatics, Physics): Mobile Game - "FlyingGolf"

AP classes: Maths, English

Grade Point Average: 1.9

WORK EXPERIENCE

11.22 - 04.23

NAPIER SAILING CLUB - NAPIER, NEW ZEALAND

Sailing coach for beginners and advanced (regatta) sailors, full time