

Luc Bachmann

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05.03.1999



Education

2014 – 2018	Electrical Engineering Apprenticeship at the Technische Fachschule Biel
2014 – 2018	Federal Vocational Baccalaureate at BBZ Biel
2018 – 2019	Passerelle Program at Gymnasium Bern-Neufeld
2020 – 2022	Bachelor's in Physics at ETH Zurich (exmatriculated)
2022 – 2023	Bachelor's in Physics at the University of Bern (exmatriculated)
Since 2025	Bachelor's in Computer Science at the University of Zurich

Work & Experience

Since 2022	Teacher at Flying Teachers GmbH
2023 – 2024	Assistant Teacher at UPD (07.08 – 01.03)
Since 2023	Game Developer and Project Lead at Chaos Craft KLG

Skills & Competencies

Languages – English: Very good spoken and written skills (C2) - **French:** Basic proficiency in spoken and written form - **German:** Native Language

Project Management & Organization – Experience in **planning, coordinating, and executing** development projects

Change Management & Communication – Ensuring effective communication within the team & with stakeholders

Agile Work & Time Management – Familiar with **GitHub**, milestone planning, and task management (Jira, Trello, Notion)

Technical Proficiency & IT Knowledge – Strong understanding of digital tools & software (Unreal Engine, version control systems, GitHub, office tools)

Documentation & Content Review – Writing & reviewing project and user documentation, ensuring clarity and accuracy

Event & Workshop Coordination – Organizing internal meetings, workshops, and development sprints

Data Analysis & Reporting – Tracking project progress, performance analysis, and report generation

Team Leadership & Collaboration – Experience **leading teams**, working with international freelancers, and cross-functional collaboration

References

References available upon request