

MARVIN SCHMIDT

Virtual Reality Developer & Technical Artist

@ Marvinschmidt002@gmail.com 015209784967 Münster(Hessen), Sandstraße 31, 64839 Germany
marvin-schmidt-vr



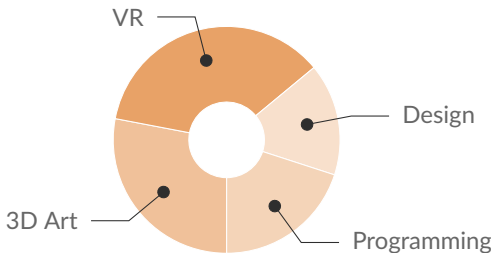
ABOUT ME

Technical Artist specializing in immersive VR development, combining expertise in Unity, C#, and Blender to create engaging virtual experiences. I bridge the gap between technical development and creative design, bringing both artistic vision and programming proficiency to each project. With a diverse skill set spanning VR development, 3D modeling, and software engineering, I excel at finding innovative solutions to complex problems. Challenging myself to turn difficult ideas into functional experiences through hands-on technical expertise and creative problem-solving is what I enjoy.

INTERNSHIP OBJECTIVES

I am looking for an internship opportunity where I can bring my skills in VR, 3D modeling, and programming to the table. Having developed various projects independently, I am eager to learn industry workflows and contribute to larger-scale development. I want to contribute meaningfully with what I know while gaining valuable insights from experienced professionals. My goals are to see how industry veterans approach development and grow my capabilities within a collaborative team environment.

MY INTERESTS



ACHIEVEMENTS

9000 hours of VR experience
Accumulated over 9,000 hours of immersive VR experience, contributing to deep expertise in user engagement and technology adaptation

STRENGTHS

Focus Perfectionism
Creativity

C# Unity
Blender VR Design

LANGUAGES

English ● ● ● ● ●
German ● ● ● ● ●

EDUCATION

B.A Expanded Realities third Semester
Darmstadt University of Applied Sciences
2023 - Ongoing, expected graduation: 2027

- VR and AR Design
- Project-based learning
- C# in Unity
- Blender
- Design tools

Abitur BBS Lüchow
Lüchow, Germany
2017 - 2022

- Basic Java and Python coding
- Basic CSS and HTML
- Basic MySQL
- Basic server and network infrastructure