
Matthias Mitschele

Waldstraße 16 – 85737 Ismaning – contact@matzgo.com

Education

Technical University of Munich

M.Sc. Informatics: Games Engineering

Thesis: Code Vanguard: A Serious Game for Teaching C# programming (Grade: 1.0)

Focus: Internet Technologies and Computer Graphics

- Masterproject: AR Magnet Visualization (Grade 1.3)
- Masterproject: Serious Game Orpheus' Journey (Grade 1.3)

Munich, Germany

Expected May 2025

Technical University of Munich

B.Sc. Informatics: Games Engineering

Thesis: Determining Valid Movements with Pseudotracking for Augmented Reality Tennis (Grade: 1.0)

Munich, Germany

2016 – 2020

Experience

Peasant Games - Sole Proprietorship / Part-Time

Indie Game Developer

Ismaning, Germany

October 2024 – Present

- Solo developer of *Siegebound*, a roguelike strategy game (Unity, C#)
- Designed core gameplay loop, progression systems, and game architecture
- Created all assets including codebase, 2D/3D art, and shaders (Unity URP)
- Developed tools and workflows for scalable content production

Freelance

Unity Developer and 3D Artist

Remote

2020 – 2023

- Developed software applications using Unity Engine and C#
- Implementation of Localization, UI and Shaders
- Created 3D models and textures using Blender and Substance Painter

European League of Football

3D Artist / Working Student

Munich, Germany

July 2022 – October 2022

- Designed and textured high-quality 3D assets for promotional media and digital products
- Implemented efficient workflows to meet tight deadlines for seasonal content

Skills & Interests

Technical:

- **Programming:** C#, C++, Python, React
- **Unity Engine:** Editor Tools, Unity UI, UI Toolkit, URP/HDR, FMOD
- **Tools:** Git, Blender, Substance Painter

Language:

- German (native)
- English (fluent, spoken and written)

Interests:

- Game Development
- Digital Art (Blender, Krita, Gimp, Substance Painter)
- Music Production and Audio Engineering (Ableton Live)
- Video Games
- Sports and Fitness