Matthias Mitschele

Waldstraße 16 – 85737 Ismaning – mmitschele@matzgo.com – Portfolio: https://matzgo.com/

Education

Technical University of Munich   Munich, Germany

M.Sc. Informatics: Games Engineering   June 2025

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)

Technical University of Munich   Munich, Germany

B.Sc. Informatics: Games Engineering   2016 – 2020

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

Experience

Freelance   Remote

Unity Developer and 3D Artist   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   Munich, Germany

3D Artist / Working Student   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

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Skills & Interests

Technical:

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

Language:

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

Hobbies:

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