

Nadine Bartosch

Game Developer



About Me

I strive to be the reliable and adaptable developer my team needs to create innovative and exciting games that fascinate and capture players. I'm very curious and eager to learn about new technologies and tools and I love to express my creativity by finding solutions to coding challenges.

During my bachelor's degree I acquired a firm understanding of both frontend and backend software development, as well as connecting these areas. But ultimately, I decided for my master's degree to follow my passion and applied for a game developer-specific program.

Contact

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📅 06.03.1993
in Kufstein, Tirol

📍 Traungauergasse 9 / Top 145
8020 Graz
Austria

Languages

- German
100 %
- English
90 %
- Swedish
15 %

Skills

Unity	Unreal Engine	C	C++
C#	Java	Python	CUDA
SQL	Databases	Git	Perforce
R	Atlassian	Android Studio	

Education

Salzburg University of Applied Sciences (09/2018 - today)

- Master of Science in Engineering (MSc)
- Master thesis: Turning hand-drawn sketches into a functioning level with co-creative level design using adversarial deep reinforcement learning
- Focus on game development
- Minor in augmented and virtual reality

Mid Sweden University (09/2017 - 08/2018)

Bachelor thesis: Correspondence-based pairwise depth estimation with parallel acceleration."

Osnabrück University of Applied Sciences (09/2014 - 08/2018)

- Computer Science and Media Applications (BSc)
- Frontend and Backend software development

Projects

Octarina (09/2020 - 06/2021)

- third person physics-based 3D puzzle platformer
- developed gameplay mechanics using C++ and Blueprints in Unreal
- worked on level design
- cooperated closely with Artists

Carotic (11/2018 - 06/2019)

- top-down 3D couch-co-op hide-and-seek game
- developed gameplay mechanics using C# in Unity
- involved in game ideation process and game design

Work Experiences

Bongfish GmbH (05/2023 - 01/2024)

- Game Developer for internal project
- Responsible for CCC and Gameplay mechanics
- Closely collaborating with Designers and Artists
- Working with Unreal Engine 5 using C++ and Blueprints, GAS, Enhanced Input System

Netto Marken-Discount (08/2021 - 04/2023)

Federal Volunteer Service (10/2012 - 03/2014)