Nadine Bartosch

Game Developer



About Me

I aim to be the reliable and adaptable colleague 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 program I acquired a firm understanding of both frontend and backend software development, as well as connecting these areas. But ultimately, I decided to follow my passion and strive to gain a foothold in the gaming industry by collecting new experiences.

Contact

nadine.bartosch@gmx.de

Languages

German

100 %

• English

90 %

• Swedish

15 %

Skills

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

Education

Salzburg University of Applied Sciences (09/2018 - 2023)

- Focus on game development
- two games released on steam
- minor in augumented 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 (BASc)
- 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-andseek 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)