

Nadine Bartosch

Software and Game Developer



About me

As a dedicated software and game developer, I strive to be the reliable and flexible colleague who supports my team in developing innovative solutions. During my practice-oriented bachelor's degree program, I gained a solid understanding of both frontend and backend software development, successfully bridging the two in various projects. I am very curious and eager to learn new technologies and I love expressing my creativity by finding solutions and strategies to complex programming problems. My favorite programming languages to date are Java, C/C++ and C#. Additionally, I enjoy working with SQL and NoSQL databases. I have a great passion for game development, where I love crafting gameplay mechanics and working on the 3Cs (Character, Controls and Camera) in Unity and Unreal Engine to create immersive experiences that captivate players. Therefore, I am seeking an exciting and meaningful role as a developer in the software or gaming industry that offers professional growth opportunities.

Contact

- ✉ nadine.bartosch@gmx.de
- 🌐 <https://mohnblumentau.github.io/>
- 📍 Graz, Austria

Languages

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

Skills

Game Engines	Java	C/C++	C#
MongoDB	Oracle	SQL	CUDA
TypeScript	R	Git	Perforce

Work Experiences

Peter Pacheiner e.U. (02/2024 - 07/2024)

- Software developer for two different projects
- Worked with Java, TypeScript, Node.js, Gitlab, IntelliJ and Docker
- Implemented and evaluated prototype software features
- Responsible for JUnit Testing and different algorithms for individual software solutions such as the multi-depot vehicle routing problem

Bongfish GmbH (05/2023 - 01/2024)

- Game Developer for internal project
- Worked with Unreal Engine 5 using C++, Blueprints, Perforce, JIRA, Confluence, Scrum
- Responsible for 3Cs and gameplay mechanics
- Closely collaborating with Designers and Artists

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

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

Education

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

- Focus on game development
- Two games released on steam
- 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 (BASC)
- Frontend and backend software development
- Focus on distributed systems, databases and user interface and usability

University Game Projects

Octarina (09/2020 - 06/2021)

- Third person physics-based 3D puzzle platformer
- Developed gameplay mechanics using C++ and Blueprints in Unreal Engine
- Co-responsible for steam release
- 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