

# Nadine Bartosch

## Software & 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

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### Languages

German   
English   
Swedish

### Skills

Unreal Engine   
Unity Engine   
C#   
C/C++   
Java   
Git   
SQL   
CUDA   
Typescript

### Work Experiences

- **Software Developer**  
02/2024 – 07/2024 | Peter Pacheiner e.U.
    - Worked with Java, Spring Framework, Fury, TypeScript, Node.js, Gitlab, IntelliJ und Docker
    - Responsible for JUnit Testing and different algorithms for individual software solutions
    - Implementation and evaluation of new software features
  - **Gameplay Programmer**  
05/2023 – 01/2024 | Bongfish GmbH
    - Game Developer for internal project
    - Worked with Unreal Engine 5 using C++, Blueprints, Perforce, JIRA, Confluence and Scrum
    - Responsible for 3Cs and gameplay mechanics
    - Cooperated closely with Designers and Artists
- (08/2021 – 04/2023) Netto Marken-Discount  
(10/2012 – 03/2014) Federal Volunteer Service

### Education

- **MultiMediaTechnology**  
09/2018 – 2023 | Salzburg University of Applied Sciences
  - Focus on game development
  - Two games released on steam
  - Minor in augmented and virtual reality
- **Computer Science and Media Applications, BASc**  
09/2014 – 08/2018 | Osnabrück University of Applied Sciences
  - Frontend and backend software development
  - Focus on distributed systems, databases and user interface and usability
  - Study abroad in Sweden
- **09/2017 – 08/2018 | Mid Sweden University**  
Bachelorthesis: "Correspondence-based pairwise depth estimation with parallel acceleration."

### 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 prototyping