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 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

Therefore, I am seeking an exciting and meaningful role as a developer in the software or gaming industry that offers professional growth opportunities.

Contact

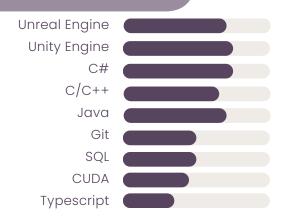
- andine.bartosch@gmx.de
- https://mohnblumentau.github.io/
- 8020 Graz. Austria

Languages

German English

Swedish

Skills



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