Nadine Bartosch

Game Developer

About Me

As a dedicated game developer, I strive to be a reliable and flexible team member, supporting my colleagues in creating innovative and captivating games that engage and inspire players. During my bachelor's degree program, I gained a solid understanding of both frontend and backend software development, successfully bridging the two in various projects. Ultimately, I chose to pursue my passion for the gaming industry by seeking out new experiences and challenges.

I am curious and eager to learn new technologies, and I enjoy expressing my creativity by finding solutions to programming problems. Therefore, I am seeking an exciting and meaningful role as a game developer that offers professional development opportunities.

Contact

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🌐 https://mohnblumentau.github.io/

Languages

- German

  100 %
- English

  90 %
- Swedish

  15 %

Skills

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

Work Experiences

Peter Pacheiner e.U. (02/2024 - 07/2024)
- Software developer in two projects
- worked with Java, TypeScript, Node.js, Gitlab, IntelliJ, Docker
- responsible for Unit 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++ and Blueprints, GAS and Enhanced Input System
- responsible for 3C 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 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
- 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