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.
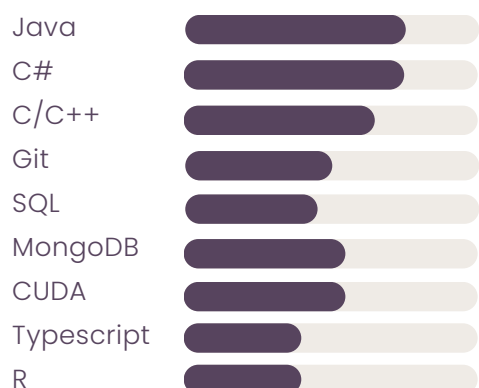
Contact

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🌐 https://mohnblumentau.github.io/

Languages

- German
- English
- Swedish

Skills

- Java
- C#
- C/C++
- Git
- SQL
- MongoDB
- CUDA
- Typescript
- R

Work Experiences

Peter Pacheiner e.U. as Software Developer
(02/2024 - 07/2024)
- Worked with Java, Spring Framework, TypeScript, Node.js, Gitlab, IntelliJ und Docker
- Responsible for JUnit Testing and different algorithms for individual software solutions such as the multi-depot vehicle routing problem
- Implemented and evaluated prototype software features

Bongfish GmbH as Gameplay Programmer
(05/2023 - 01/2024)
- Game Developer for internal project
- Worked with Unreal Engine 5 using C++, Blueprints, Perforce, JIRA, Confluence and 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)
MultiMediaTechnology
- Focus on game development
- Two games released on steam
- Minor in augumented and virtual reality

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
- Study abroad in Sweden

Mid Sweden University (09/2017 - 08/2018)
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