

# Max Blanc

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Portfolio: mullenratte.github.io/Portfolio/

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## EDUCATION

- Oct 2022 - present    **Fulda University of Applied Sciences** BSc Digital Media (Applied Computer Science)
- GPA 1.4 (Germany)
  - Expected graduation in March 2026 (specialization in Media Informatics)
  - Courses most interested in: computer game development, computer graphics principles, 3D content & procedural workflows for real-time applications, algorithms & data structures
  - Projects on game development (Unity Engine) in small teams
  - Development of a tool for procedural terrain generation (SideFX Houdini) for Unreal Engine
- Oct 2017 - Feb 2023    **University of Marburg** BSc Chemistry
- Discontinued due to health issues
  - Completed courses (among others): Mathematics I & II (linear algebra, calculus), Physics I & II
- Oct 2015 - May 2017    **Gymnasium Edertalschule** A levels (Abitur)

## WORK EXPERIENCE

- Sept 2024 - Apr 2025    **Gameplay Programmer (Unity 2022), Collaboration with Yew Rune Creations**
- Ideation and in-engine implementation of gameplay features
  - Optimization and polishing of existing content to smooth player movement and control feel
  - Practical experience in working with an agile development workflow
- Oct 2023 - Feb 2025    **Student Assistant, Fulda University of Applied Sciences, Applied Computer Science Department**
- Supervising and tutoring practical courses for beginner programmers (Introduction to Java)
  - Mentor for first semester students (BSc. and MSc. Applied Computer Science)

## PROJECTS & PROGRAMMING EXPERTISE

- Apr 2025 - present    **Golem Game, Personal Project**
- Solo development in Unreal Engine 5.5 (C++ & Blueprints), utilizing Paper2D/PaperZD and GAS
- June 2024 - Apr 2025    **Various Game Jam Projects**
- Development of multiple small games in different teams
  - Multiple responsibilities, mainly programming, lighting & scene management
- Dec 2023 - Mar 2024    **Survivors-Like Game, Course at University**
- Three months of self-organized development in a small team
  - Responsible for project management
  - Implemented enemy AI, item functionalities and character controller

## SKILLS & INTERESTS

Languages	German (native), English (fluent), Japanese (CEFR A2)
Technology	Unreal Engine 5, C++, Unity, C#, Java, Git/GitHub, Azure DevOps, Blender, SideFX Houdini
Societies	Fencing Club, German Informatics Society (GI)
Interests	Game Jam competitions, Pixel Art, Gaming, Fencing, Table Top RPGs, Chess