

OLIVER KRIEGER

SOFTWARE DEVELOPER

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EXPERIENCE

SONY B.V. EUROPE | SOFTWARE DEVELOPER PLACEMENT (September 2022 - September 2023)

During my time at Sony, I worked on and completed 3 projects, two of which related to Unreal Engine with Virtual Production and one that was to do with Video Processing using C++ and CUDA. I also used Python for automated testing and JavaScript/HTML/CSS for web interfaces to give end user feedback.

FIGMENT PRODUCTIONS | SOFTWARE DEVELOPER (January 2018 - August 2020)

During my time at Figment Productions, I built and maintained various gameplay systems using Unreal Engine. This involved using both for Blueprints and C++, as well as Virtual Reality. I also expanded my skills into C# windows applications, automated testing, Node and JavaScript frameworks (such as Vue) while working with Electron Applications.

SAGITTARIUS MARKETING | FRONT-END WEB DEVELOPER INTERN (June 2015 - June 2016)

During my time at Sagittarius Marketing, I was a member of the development team, focusing on Front-End development. During my internship, I extended expertise in CSS, HTML and JavaScript, learned new tools and skills, i.e. Source Tree Bitbucket, principles of source control and server maintenance, PHP and C#.

SKILLS

- Experience with Unreal Engine
- Frontend web design and development / Backend web servers and databases
- Natural Language Processing (NLP) and Machine Learning (ML)

GAME ENGINES | Unreal Engine

LANGUAGES | C++, JavaScript (Vue.js, Node.js, Typescript), HTML, CSS, Python, Java, CUDA

SOFTWARE | Visual Studio, Visual Code, Adobe Suite

EDUCATION

UNIVERSITY OF KENT | (September 2013 - July 2017)

BSc (Hons) Multimedia Technology and Design with a year in industry

UNIVERSITY OF SURREY | (September 2020 - July 2024)

BSc (Hons) Computer Science with a year in industry