GameAIProgrammer.cv

My LinkedIn Profile

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Solution 'ResumeWehrheim'

ResumeWehrheim

- ◢ Schools
  - ▷ BBSWalsrode.cs
  - ▷ SAEHannover.cs
- ◢ Companies
  - ▷ DbhLogistics.cs
- ◢ Hardskills
  - ▷ C#.cs
  - ▷ C++.cs
  - ▷ Python.cs
  - ▷ Unity.cs
  - ▷ UnrealEngine5.cs
  - ▷ GameAI.cs
  - ▷ GameplayDevelopment.cs
- ◢ Softskills
  - ▷ Teamplayer.cs
  - ▷ Reliable.cs
  - ▷ ProblemSolving.cs
  - ▷ Organization.cs
  - ▷ Creativity.cs
- ◢ Hobbies
  - ▷ Guitar.cs
  - ▷ Golf.cs
  - ▷ Programming.cs
- ▷ Models
- ▷ Program.cs

| Solution Explorer | Git Changes |

ResumeWehrheim.Program -> Main

```csharp
using System;
using ResumeWehrheim.Models;

public void Main(string[] args)
{
    Education.Schools.Add(
        new School(
            SchoolName: "BBS Walsrode",
            Specialization: "Computer science",
            StartDate: new DateTime(2015, 8, 1),
            EndDate: new DateTime(2018, 8, 1),
            Degree: "Fachabitur (Computer science)"
        )
    );
    Education.Schools.Add(
        new School(
            SchoolName: "SAE Institute Hannover",
            Specialization: "Games Programming",
            StartDate: new DateTime(2022, 3, 1),
            EndDate: new DateTime(2024, 3, 1),
            Degree: "Diploma (Games Programming)",
            Degree: "Bachlor of Science"
        )
    );
    Experience.Companies.Add(
        new Work(
            CompanyName: "dbh Logistics IT AG",
            City: "Bremen",
            WorkingTitle: "Apprenticeship as Fachinformatiker für " +
                "Anwendungsentwicklung",
            StartDate: new DateTime(2018, 8, 1),
            EndDate: new DateTime(2021, 8, 1)
        )
    );
    Console.WriteLine("About Me: \n" +
        "I developed logistic software in WPF and PowerBuilder " +
        "in my apprenticeship. \n" +
        "In my studies I learnd a lot about game development in Unity " +
        "and Unreal Engine. I specialized myself on Game AI. \n" +
        "I love to bring Characters to life without having a human " +
        "controlling them.");
}
```

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