

Paul Bichler

Nationality Luxembourgish

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PROFILE

Highly-motivated and aspiring Hons. BSc. In Computing in Games Development student, passionate about video games and coding. My studies have provided me with a strong foundation in the usage of Unity, Unreal Engine and MonoGame, including knowledge of object-oriented programming and Game and Level Design principles.

KEY SKILLS

Team Collaboration

- Committed team-worker. Accustomed to working in teams both during academic and professional projects.
- Worked effectively as a Game programmer in a small development team at EduGamiTec, developing educational games, where I collaborated remotely with team members in multiple countries.
- Applied Scrum Agile Methodology in academic projects and during my work at EduGamiTec. (Daily Stand-Up, Planning Poker, Sprint Backlog, ...).

Design and Communication Skills

- Experienced in writing technical and game design documentation, acquired during academic projects and internships.
- Able to effectively communicate both orally and in writing in multiple languages, including English (C1), German (C2), French (B2) and Luxembourgish (Mother language).
- Avid brainstormer, able to generate and communicate ideas effectively, developed during academic projects and regular participations in Game Jams.

Technical Skills

- Proficient in using C++ and C# in Games development. Successfully realized projects using various Game Engines (Unity, Unreal Engine, Cocos Creator), including a strong foundation in MonoGame/XNA.
- Proficient in using HTML/CSS, JavaScript, NodeJS and SQL in front- and back-end development.
- Good knowledge of the implementation of Design Patterns, Algorithms and Data structures, gained during my academic courses and projects.
- Strong foundation in Games Physics, obtained through academic courses and application in various projects.
- Proficient in using various agile project management tools (Jira, Trello, Confluence and Scrumwise), as well as Git source control systems.

EDUCATION AND TRAINING

Hons. BSc. Computing in Games Development

Dundalk, IRL

Dundalk Institute of Technology (DkIT)

2020 – Present

Key-Coursework:

3D Games Engine Development (MonoGame / XNA), Algorithms and Data Structures (C++), Games Physics, Universal Design Principles, Agile Development, Group Projects

BTS – Game Programming and Game Design

Luxembourg, LU

Lycée des Arts et Métiers

2018 – 2020

Key-Coursework:

Game Engines (Unity and Unreal Engine), Object-Oriented Programming (C++ and C#), Web and Mobile Development (Javascript, NodeJS), Games Physics, User Interface and User Experience, Game and Level Design, Group and Individual Projects

Professional Training in Computer Science

Wiltz, LU

Lycée du Nord

2014 – 2017

Key-Coursework:

Web/Server-Side Scripting (JS and PHP), Database Fundamentals, Network Maintenance

WORK EXPERIENCE

Game Programmer at EduGamiTec

Esch-à-Alzette, LU

May 2020 – August 2020

At EduGamiTec, I was hired as a game programmer as part of a small development team, with the goal of developing showcase games for their educational learning platform MemoMoti (<https://memomoti.com/>).

- Developed various game systems in Unity, including camera behavior, a level generation tool and an enemy AI (detection and state machine).
 - Optimized unity projects for mobile devices, using Unity's profiler to identify performance issues.
 - Collaborated remotely with team members sitting in different cities, using the Scrum agile methodology.
 - Brainstormed, documented, and presented game ideas and designs with MemoMoti integration to supervisors.
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IT Technician (Internship) at Game Over

Portsmouth, UK

2018 (6 weeks)

At "Game Over", a retro video game cafe in Portsmouth, I did an internship as an IT Technician, responsible for maintaining clients and serving customers.

- Maintained computers and game consoles, including replacing malfunctioning parts, creating back-ups, and performing clean-ups.
 - Introduced customers to the various available retro game consoles in the café.
 - Greatly improved my English skills by working and living abroad.
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IT Technician (Internship) at Telindus Luxembourg

Esch-à-Alzette, LU

2016 (6 weeks)

During my internship at Telindus, an ICT company based in Luxembourg, I gained practical knowledge in maintaining customer hardware, IT outsourcing and network maintenance.

- Maintained customers hardware (clients, servers, printers, ...) as part of an on-site technical support team.
 - Applied Updates and system recoveries for customers.
 - Configured thin-clients to work with on-site terminal servers.
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REFEREES

Available on request.