PAUL BICHLER

INFO

EMAIL
Paulbichler@hotmail.de

NATIONALITY
Luxembourgish

PORTFOLIO
https://paulbichler.github.io/

KEY SKILLS

Game Engines
- Successfully realized projects using Unity, Unreal Engine, GameMaker Studio and Cocos Creator.
- Regular participation in Game Jams.

Game Engines
- Knowledge about Game Design principles.
- Knowledge about the creation of Game Design Documents.

Programming Languages
- Skillful in using C# and C++ in Game Development.
- Knowledge of the usage of Design Patterns.
- Skillful in using Unreal Engine's Blueprint Visual Scripting system.

Web and Mobile Development
- Proficient in using HTML/CSS and JavaScript in web development.
- Knowledge of using NodeJS, PHP and MySQL in back-end development.

Game Art
- Basic knowledge of Adobe Illustrator and Photoshop.
- Basic knowledge of 3D Modelisation and Animation.

LANGUAGES

Language	Level
Luxembourgish	*Native*
German	*C2 - Proficient*
English	*B2 - Independant*
French	*B1- Independant*

Game Programming and Game Design Student

PROFILE

Highly-motivated and aspiring game programming and game design student, passionate about video games and coding. My studies have provided me with a fundamental foundation in the usage of Unity and Unreal Engine, including knowledge of object-oriented programming and Game and Level Design principles. Enthusiastic team worker, who loves to participate in Game Jams and is eager to learn new skills and adapt to my team's needs.

EDUCATION

Professional Training in Computer Science   Wiltz, LU
Lycée du Nord
2014 - 2017

Key Coursework:
Web/Server Side Scripting, Database Fundamentals, Network Maintenance

BTS - Game Programming and Game Design   Luxembourg, LU
Lycée des Arts et Métiers
2018 - Present

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

All Courses: http://www.btsgp.lu/

INTERNSHIPS

IT Technician, 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.

Website: www.telindus.lu

IT Technician, Game Over   Portsmouth, UK
2018 (6 weeks)

At "Game Over", a retro video game cafe in Portsmouth, I was responsible for the maintenance of clients and game consoles. Working abroad for the first time, this experience greatly improved my communication skills and helped me developing independence.

Website: www.gameover.cafe

EMPLOYMENT HISTORY

Receptionist (holiday job)   Wiltz, LU
Camping Kaul
2013 – 2017

I worked as a receptionist at the Camping Kaul in Wiltz during holidays from 2013 - 2017. This experience has allowed me to learn to communicate with people with different linguistic backgrounds as well as to work under pressure during peak season.