

Paul Bichler

🇱🇺 Luxembourgish ✉ Paulbichler@hotmail.de 📁 Portfolio: paulbichler.github.io

PROFILE

Highly-motivated and aspiring game programmer, passionate about video games and coding. My studies have provided me with a strong foundation in the usage of Unity and Unreal Engine, including knowledge of object-oriented programming and Game and Level Design principles.

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 internships, 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 game frameworks like MonoGame/XNA and SFML.*
- *Good knowledge about 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 (GitHub, Jira, Trello, Confluence and Scrumwise), as well as Git source control systems.*

PROFESSIONAL EXPERIENCE

Game Programmer

01/2021 – 01/2022 | Luxembourg


Carbon Fire Studio [🔗](#)


At Carbon Fire Studio, I was working as a game programmer on the following tasks:

- Adding gamepad support to a Point and Click game, so that it can be ported to the Nintendo Switch, PlayStation and Xbox consoles.
- Developed a Gamepad Selection system for a Point and Click game, that allows the selection and interaction with game elements without simulating a mouse cursor.

Game Programmer

05/2020 – 08/2020 | Luxembourg

EduGamiTec 


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 .

- 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.

EDUCATION

Hons. Bsc. Computing in Games Development

2020 – 2022 | Dundalk, Ireland

Dundalk Institute of Technology 

Key-Coursework:

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

BTS - Game Programming and Game Design (Bac +2)

2018 – 2020 | Luxembourg, Luxembourg

Lycée des Arts et Métiers

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

2014 – 2018 | Wiltz, Luxembourg

Lycée du Nord Wiltz

Key-Coursework:

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

LANGUAGES

English

C1

German

C2

French

B2

Luxembourgish

Native Language

REFERENCES

Available on Request.