

Paul Bliemegger

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Skills & Abilities

• Game Development

- C#, C, Unity
- Visual Computing basics,
Aseprite
- Blender basics

• Languages

- German, mother tongue
- English, full professional proficiency

• Other Development

- Java, JS/TS, Html, CSS
- React (Angular basics)
- Langchain (LLMs)
- NodeJS basics
- Git, Docker

• General

- Adaptable, fast learner and team player
- Communication
- Agile Development (Scrum)

Professional Experience

09/21 - present
(29mos)

Web & Söhne GmbH, Vienna, Austria

Web Developer

- Started off as an Angular frontend developer, then React and finally AI (LLMs) for different projects
- **Worked in a 16+ member team** with over 10 other developers at times, includes multiple launches
- **Close collaboration** with the customer to implement feedback and adapt to new and changing requirements
- **Estimating project scopes:** analysing feature blocks, story point estimation
- **Lead developer** on the company AI team, integrating multiple LLM chains for various use cases

07/19 - 08/19
(2mos)

Playbrush, London, United Kingdom

Intern

- Game Design, part of game development team, improving existing games
- Created Web Application to show core KPIs and simplify administrative work

Social Work

10/16 - 06/17
(9mos)

Johanniter, Vienna, Austria

Civil Service

- Worked at refugee camp
- **Peer mediation** between refugees and across language barriers

Education

2017 - 2022

Technical University of Vienna, Vienna, Austria

- B.Sc in Software and Information Engineering
- Bachelor Thesis: VR climbing experience with physical wall, made in Unity

2008 - 2016

Gymnasium Wien 19 / Gymnasium Maria Regina, Vienna, Austria

- General qualification for university entrance (Austrian Matura), majors in History, Religion and English

Related Projects

- Bachelor Thesis “*Vreeclimber*”
 - VR experience on an infinitely rolling vertical climbing wall
 - Worked on Server-Client system to allow spawning of effects that influence the climber via a mobile App
 - <https://www.vreeclimber.at/>
- Private projects
 - 2D Pixel Action Adventure game that is set in an intricately designed world, story driven with a focus on combat
 - Ludum Dare Game Jam 52 “*Harry the Hare's Harvest Fest*”
<https://ldjam.com/events/ludum-dare/52/harry-the-hares-harvest-fest>
 - Ludum Dare Game Jam 54 “*Space Ltd.*”
<https://ldjam.com/events/ludum-dare/54/space-ltd-15>

Interests

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|-------------------------|-----------|
| • Gaming (PC, Consoles) | • Sports |
| • DnD | • Cooking |
| • Travelling | • Reading |