Peter (Paul Wilhelm) Ihm

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https://peterihm.github.io/PeterIhm/

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Skills

Game Engines:	Unity3d (Advanced)
	Unreal Engine(Average)
Programming Language:	C# (Advanced)
	C++(Beginner)
	Java (Advanced)
	HTML (Average)
	CSS (Average)
	Javascript(Average)
3D Graphic:	Autodesk Maya(Average)
	Blender(Average)
2D Graphic:	Gimp(Advanced)
	Krita(Advanced)
Database:	MySQL(Advanced)
	noSQL(Advanced)
	Google Firebase(Advanced)

Education

Elementary School	2004-2006
	Immenstadt
	Bavaria
Elementary School/School	2007-2014
Mogaskolan	Svenljunga
	Västra Götaland
Game Developer	2014-2017
LBS Ljud och Bildskola	Borås
	Västra Götaland
Game Developer	2017-2019
Yrgo, Yrkeshögskola	Gothenburg
	Västra Götaland
Java Ent. Developer	2019-2021
Yrgo, Yrkeshögskola	Gothenburg
	Västra Götaland

Work experience

Volvo Cars	2018 - 2019
Internship, Product Visualisation	Gothenburg
	Västra Götaland
Informer svenska ab	2020 - 2020
Internship, Production	Gothenburg
	Västra Götaland

Language

German: Native
Swedish: Fluent
English: Intermediate/Fluent