
Peter (Paul Wilhelm) Ihm

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Computer Skills

Game Engines: *Unity3D engine (Advanced),
Unreal engine (average)*

Programming Language: *C# (Advanced),
C++ (beginner),
Java (average)
HTML (average)
CSS (average)
JavaScript(beginner)*

3D Graphics: *Autodesk Maya (average),
Blender (beginner)*

2D Graphics: *Gimp (advanced), Krita (advanced)*

Database: *MySQL, noSQL, Google Firebase*

Education	<u>Grundskola</u> År 1 och 2	2004-2006 <i>Immenstadt, Bayern</i>
	<u>Grundskola & Skola</u> Mogaskolan	2007 - 2014 <i>Svenljunga</i>
	<u>Game Development</u> <i>LBS Ljud och Bildskolan</i>	2014 - 2017 <i>Borås</i>
	<u>Game Development</u> <i>Yrgo, Yrkeshögskola</i>	2017 - 2019 <i>Göteborg</i>
	<u>Java Enterprise Developer</u> <i>Yrgo, Yrkeshögskola</i>	2019 - 2021 <i>Göteborg</i>
Work experience	<u>Volvo Cars</u> <i>Internship</i> <i>Product Visualisation</i>	2018 - 2019 <i>Göteborg</i>
	<u>Informer svenska ab</u> <i>Internship</i> <i>Production</i>	2020 - 2020 <i>Göteborg</i>
Language	<i>German: Native</i> <i>Swedish: Fluent</i> <i>English: Intermediate/Fluent</i>	