MICHAEL **PROMMER**

DEVELOPER

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Prommerbua | 08.12.1996

Skills

Programming Languages	C/C++, C#
Game Development	Unreal Engine, Unity Engine, OpenGL
Other Technologies	Git, Perforce, Database
Languages	German, English
Project management	Agile (Scrum, Kanban)

Experience

Austrian Lotteries *Vienna, Austria*

INTERNSHIP *Feb 2019 - Aug. 2019*

Developing a Chatbot as a source for information for the employees of the Austrian Lotteries. Also the topic of my Bachelor's thesis

IMC UAS Krems *Krems, Austria*

PROGRAMER *Oct 2021 - Dec. 2021*

Part-time Unity VR-Developer

Education

University of Applied Scienes Technikum Wien *Vienna, Austria*

MASTER OF SCIENCE IN GAME ENGINEERING AND SIMULATION *2019 - 2022*

- This master's degree program covers fields such as game engine design, graphics programming and advanced algorithms and data structures

University of Applied Scienes Technikum Wien *Vienna, Austria*

BACHELOR OF SCIENCE IN SOFTWARE DEVELOPMENT *2016 - 2019*

- Acquisition of practical and theoretical basics in all important sub-areas of computer science

Samariterbund Traismauer *Traismauer, Austria*

NON COMBATANT MILITARY SERVICE *2015 - 2016*

Projects

Keeper of the Library *Vienna, Austria*

DEVELOPMENT OF A 3D ADVENTURE GAME IN UNITY IN A 4 PERSON TEAM

2020 - 2021

ROLES: GAME DESIGN, GAMEPLAY PROGRAMMING

[Link]

Shattering Tool *Vienna, Austria*

DEVELOPMENT OF A SHATTERING TOOL IN UNITY TO CREATE FRAGMENTS OF MESHES. THIS IS THE

2021 - 2022

TOPIC OF MY MASTER'S THESIS

[Link]

ShapeBash *Vienna, Austria*

MOBILE GAME FOR ANDROID - UNITY ENGINE/C# *2017*