

CONTACT

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SKILLS



SOFT SKILLS

Time Management
Communication
Adaptability
Problem-solving
Teamwork

SEBASTIAN NOLDEN

MSc Visual Computing Games Technology

22.01.1992 - GERMAN

WORK EXPERIENCE

Software Developer

Mar 24 - present

HHVISION GmbH & Co. KG, Köln (NRW)

Tools: Unity, Unreal, Python, Github, Azure, Svelte

Planning, implementation and continuation of VR research projects in the maritime sector in Unreal and Unity. Further development of existing software and creation of Python scripts for product management.

Research assistant

Mar 22 - Dec 22

Institute of Visual Computing H-BRS, Sankt Augustin (Germany)

Tools: Unity, CMake, Github

Design and development of a storyboard in C++ for a study on the effect of learning and knowledge transfer with a multi camera setup provided as online videos.

Research assistant

Oct 19 - Dec 21

Institute of Visual Computing H-BRS, Sankt Augustin (Germany)

Tools: Unity, Blender, Github

Development of multiple projects for study purposes. These projects were a VR city with distraction elements, a AR comparison of head and eye tracking for selecting tasks and a stroop test.

Compulsory internship

Feb 19 - Apr 21

VRketing GmbH, Dresden (Germany)

Tools: Unity, Blender, Gimp

Development of a virtual reality fruit ninja type game for brand representation.

EDUCATION

MSc - Visual Computing & Games Technology

2019 - 2023

H-BRS - Sankt Augustin, NRW (Germany)

Passed with **1.8**. Thesis work on visual weight perception in virtual reality exergames.

BSc - Computer Science

2015 - 2019

H-BRS - Sankt Augustin, NRW (Germany)

Passed with **2.5**. Thesis work on optimisation of label placement in augmented reality.

IT-Specialist in Systems Integration

2012 - 2015

Max Planck Institute for Neurobiology of Behavior (caesar) - Bonn, NRW (Germany)

Passed with **3.0**. Final project was the development and creation of a training room.

LANGUAGE

German native language

English advanced

Japanese beginner

PROJECTS

Master thesis

2021

Tools: C#, Unity, Github,

Roles: game design, world building, gameplay & system programming

My master thesis is a virtual reality rhythm exergame with visual weight perception elements which takes places in a immersive beach environment. Your task is to hit movement patterns with dumbbells to music. Visual weight perception concepts are compared per song.

Project Elements

2021

Tools: C#, Unity, Github,

Roles: combat system, inventory & player stats programming, game designing & combat balancing

Project Elements is a mobile augmented reality battle royale multiplayer role play online game. Your task is to gather cards, fight against other players and be the last man standing. After each victory you gather experience and distribute status points.

Zombie vs plants

2020

Tools: C#, Unity

Roles: 3D modelling, game design & system programming

Zombie vs plants is a coop top down survival shooter with two distinct roles for the players. Hordes of zombies have the goal to eat your grown plants. Either you defend or cultivate them. As farmer you are able to upgrade both player's weapon stats or horticulture skill.

Light Club

2018

Tools: C#, Unity, Unity Collab, XR Interaction toolkit

Roles: gameplay & system programming

Light Club is a virtual reality story driven puzzle game. Your task is to recreate given shadows on a wall with virtual objects.