SEBASTIAN NOLDEN

MSc Visual Computing & Games Technology

22.01.1992 - GERMAN

CONTACT

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SKILLS

Skill	Experience
C#	5+ yrs
Unity	5+ yrs
Web Development	5+ yrs
Python	3+ yrs
C++	3+ yrs
Java	2+ yrs
Blender	1+ yrs

SOFT SKILLS

Time Management

Communication

Adaptability

Problem-solving

Teamwork

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.

WORK EXPERIENCE

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 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.

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.