

PERSONAL DATA

Peter-Schmitter-Straße 1
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Born on 30. Juni 1996
German
Unmarried



SHORT PROFILE

- B.Sc.(Hons) in Games Programming
- Creating and working with game engines (Unity 3D)
- Programming skills in C++ and C#
- Experience in effective, multidisciplinary and interdisciplinary project work
- Experience of co-operation with international teams
- Strong communicator and team player, even in agile structures
- Support and willingness to help
- Developing creative solutions
- Optimistic and willing to learn

EXPERIENCE

07.2024 - 08.2024

MSA GmbH, Niederkassel
C# Trainee

- PC app development in .Net with Avalonia and MVVM
- Creating Stories and Epics in Jira
- Writing documentation in Confluence

06.2021 - 01.2022

G-Loot, Remote
Player Success Agent

- Customer support with Zendesk
- Manual anti-cheat monitoring
- Bug reporting via JIRA

04.2018 - 06.2021

Freelancer, Remote
League Operations

- Coordinating international online tournaments
- IT support for offline events
- Event volunteer at Gamescom

EDUCATION

- 03.2022 - 03.2024 **Games Programming**
SAE Institute Cologne, Cologne
Degree: Bachelor of Science (Hons)
Thesis: Creating a Mixed Reality Roguelike Shooter with the Oculus SDK
- 03.2022 - 09.2023 **Games Programming**
SAE Institute Cologne, Cologne
Degree: Advanced Diploma

FURTHER KNOWLEDGE

- Languages** German | Native language
 English | Fluent in written and spoken language
- IT-Knowledge** C# | Good knowledge Unity | Good knowledge
 C++ | Good knowledge Unreal Engine | Fundamentals
 JavaScript | Fundamentals SQL | Fundamentals
 WPF | Fundamentals Avalonia | Fundamentals
 Vulkan | Fundamentals Visual Studio | Fundamentals
 OpenGL | Fundamentals GitHub | Fundamentals
- Portfolio** <https://t0wby.github.io/T0wby-Portfolio/>
- Mobility** Willingness to travel, Class B driving license
- Strengths** Analytical thinking | Willingness to learn
 Solution-orientated | Flexibility



Tobias Nühlen