

# Tobias Nühlen

46562 Voerde

Germany

+49-173 8138039

✉ tobiasnuehlen@gmx.de

🐙 github.com/T0wby

🌐 linkedin.com/in/tobias-nuehlen

📁 Portfolio

## SUMMARY

Enthusiastic Games Programming student on the cusp of completing a Bachelor's Degree in Games Programming, equipped with a solid foundation in C#, C++, and Unity. My fervor for game development is matched only by my dedication to ongoing learning. My educational background is centered on game programming, complemented by a portfolio of personal projects spanning from 2D and 3D game development to ongoing advancements in low-level Graphics Programming with Vulkan. I am eager to launch my career as a Games Programmer and make my mark in the dynamic world of gaming.

## EDUCATION

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

## EXPERIENCE

- **G-Loot** 06.2021 - 01.2022  
*Player Success Agent*  
– Customer support with Zendesk  
– Transaction monitoring  
– Manual Anti-Cheat monitoring  
– Bug reporting via Jira  
Remote
- **G-Loot** 03.2021 - 06.2021  
*League Operations*  
– Coordinating Online Tournaments  
– Scheduling Freelancers  
Remote
- **Independent** 04.2018 - 03.2021  
*Freelancer League Operations*  
– Coordinating Online Tournaments  
– Referee and Support on Offline Events  
Remote

## PERSONAL PROJECTS

- **Unity Diploma Project** 03.2023 - today  
*3 player co-op bullet hell shooter in 3D with a modular weapon system*  
– Tools & technologies used: Unity, Github, Rider, Wwise, Photon Fusion  
– Own Contribution: Weapon-, Damage-, Component-, Inventory-System, UI logic
- **Vulkan 3D Application** 10.2023 - today  
*A small Vulkan application to learn about render pipelines and Engine/Graphic development approaches.*  
– Tools & technologies used: VulkanSDK, GLFW, GLM, Github, Visual Studio  
– Own Contribution: Solo Project: Pipeline Logic, Component System etc.
- **Mixed Reality Roguelike Shooter** 10.2023 - today  
*The player marking his walls and objects in the play zone to later use them to play against waves of enemies.*  
– Tools & technologies used: Unity, Github, Rider, Oculus SDK  
– Own Contribution: Solo Project: Manual Room preparation, Complete Gameloop logic, UI logic

## TECHNICAL SKILLS AND INTERESTS

**Languages:** German(native), English(upper intermediate)

**Programming Languages:** C#(beginner), C++(beginner)

**Developer Tools:** Unity(lower intermediate), Unreal Engine(beginner), Visual Studio, Rider, Github

**Frameworks:** Oculus SDK, OpenGL, Vulkan

**Soft Skills:** Team Player, Adaptability, Curiosity

**Coursework:** Learn C++ for Game Development by Stephen Ulibarri

**Areas of Interest:** Gaming, Esport, Game Development, trying out new technologies