

Tobias Nühlen

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📁 Portfolio

SUMMARY

Enthusiastic 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 C# 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 and C++. I am eager to launch my career as a Software Engineer and make my mark in the dynamic world of the industry.

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

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(beginner), Vulkan(beginner)

Soft Skills: Team Player, Adaptability, Curiosity, Problem Solving

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

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