Timur Lüdemann

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Skills Summary

- ➢ Proficient in C#, Unity, HTML, CSS and SCSS
- ➢ Familiar with Git, JavaScript, PHP and Silverstripe
- ➢ Quick learner and ability to solve problems creatively and effectively
- ➢ Effective and strong communicator demonstrated by working in teams as the only person responsible for the code and engine

Experience

Adiwidjaja Teamworks   (Jan. 2022 – Present)
Frontend Development Working Student
- ➢ Developing Websites and Web Applications for Clients
- ➢ Usage of HTML, SCSS, JavaScript, PHP, and Silverstripe

Pflegen & Helfen Gbr   (Sept. 2018 – Jan. 2019)
Information Technology Internship
- ➢ Designed & developed a company Website in HTML, CSS, Bootstrap, and JavaScript
- ➢ Supported employees with Hardware & Software problems

Projects

Around the Globes, University of Europe for Applied Sciences Project   (June. 2022 – Present)
- ➢ 3D Top-down adventure game where the player must fight through 5 different levels
- ➢ Team of four, responsible for all the code & unity implementations

2D Monster Farm, University of Europe for Applied Sciences Project   (Nov. 2021 – Jan. 2022)
- ➢ 2D isometric idle farmer game where the player raises monsters for money
- ➢ Team of two, responsible for all the code and the shop UI design
- ➢ Graded with 100%

Hound of the Baskervilles, University of Europe for Applied Sciences Project (Oct. 2021 – Dec. 2021)
- ➢ 3D Walking Simulator adaption of the famous novel Sherlock Holmes story
- ➢ Team of three, responsible for all the code, implemented dither shader and audio design

Soviet Cargo, University of Europe for Applied Sciences Project   (Nov. 2020 – Feb. 2021)
https://www.youtube.com/watch?v=hvr0PuwX_oM
- ➢ 2D Top-down tower defense game set in a fictional world where the UDSSR survived
- ➢ Team of three, responsible for most of the code & the balancing of the game
- ➢ Graded with 95%, best game of the semester

Education

Bachelor of Arts in Game Design   (Sept. 2020 – Present)
University of Europe for Applied Sciences, 4. Semester (Grade 1.7 / GPA 3.3)
- ➢ Focus on Programming
- ➢ Programming Patterns, Artificial Intelligence, Basic Programming & Unity Courses

Subject-related university entrance qualification in Screen Design   (Sept. 2016 - June. 2019)
Berufliche Schule für Medien und Kommunikation (Grade 2.4 / GPA 2.7)
- ➢ Apprenticeship as Screen Design Assistant
- ➢ Made Websites in HTML, CSS, and JavaScript & Worked with Photoshop, Illustrator, InDesign