

Tobias Nölkensmeier

✉ Asgaai28@gmail.com ☎ +27 825060718 🌐 www.linkedin.com/in/tobilinski 📄 https://tobilinski.github.io

SUMMARY

I am a passionate and well-rounded student who dedicates himself fully to the task at hand. Through Off Road Racing, I have learned to perform strongly in collaborative team environments and excel in fast-paced, high-pressure surroundings. I look forward to learning and adding to my skill set as a young professional

SKILLS

C# Language, C++ Language, Unity, Unreal Engine, HTML, CSS, 3D Modelling, Texturing, GitHub, GitKraken, Git, Project management, Trello, Quality Control, Problem solving, Business management, Game Psychology, Automation and Testing, Backend development, VR / AR Dev

EXPERIENCE

Intern: 3D Generalist Chocolate tribe

July 2023 – August 2023, Gauteng, South Africa

- Completed an art challenge.
- Designed and set dressed a room in virtual 3D space.
- Utilized animation techniques.
- Using Blender 3D software I modelled and placed all 3D models in a 3D space to create one coherent theme and animation.

Intern: Game UI Programmer Benjamin Crooks

February 2023 – March 2023, Gauteng, South Africa

- Created UI code for an unreleased game in C#.
- Interactive and Cross platform seamlessly usage.
- Helped set up GitHub for multiple users.

Intern: Graphic design Bandit Signs

June 2019 – July 2019, Gauteng, South Africa

- Internship at a design and marketing company.
- Assisting with blueprint designs.
- Printing and application of marketing materials.

EDUCATION

Bachelor of Arts, Game Design and Production

SAE Institute Johannesburg • Gauteng, South Africa

- Unity Programming, C# Programming language, Git Source control, Cyber Security, VMware, 3D Art, Quality Control, Web dev, Problem solving, UI programming, Business management

High school Matric Certificate

Concord College • Gauteng, South Africa • November 2020

PROJECTS

Console Command System

<https://github.com/Tobilinski/Console-Command-system>

- Tool developed in C# Unity.
- Code designed to be work on anyone's projects.
- Made for developers to have access to game commands after build like in Unreal engine.
- Published to Unity asset store & GitHub free for every one to use.

Moon Dust – Final year Game Project – Published Dec 2023

https://github.com/Tobilinski/Moon_Dust-Project • December 2023

- As a Gameplay Programmer and Game Designer, I brought the project to life by extensively creating and implementing the game mechanics outlined in the design document. Additionally, I served as the GitHub Host and Manager, earning a Distinction for my contributions.
-