

Tobias Nölkensmeier

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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 Modeling, Texturing, GitHub, GitKraken, Git, Project management, Trello, Cyber Security, VMware, Quality Control, Problem solving, Business management, Game Psychology, Brainstorming, Automation and Testing, Backend development

EXPERIENCE

Intern: 3D Generalist

Chocolate tribe

July 2023 – August 2023, Gauteng, South Africa

- Completed an art challenge.
- Designed and set dressed a room.
- Utilized animation techniques.
- Brought the room to life using Blender.

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 use seamlessly.
- 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.
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