

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

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 Bandit signs

February 2023 – March 2023, Gauteng, South Africa

- Helped code UI for an unreleased game in C#.
- 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

High school Matric Certificate

Concord College • Gauteng, South Africa

Bachelor of Arts, Game Design and Production

SAE Institute Johannesburg • Gauteng, South Africa • November 2020

- Unity Programming, C# Programming language, Git Source control

PROJECTS

Moon Dust – Final year Game Project

SAE Institute Johannesburg • https://github.com/Tobilinski/Moon_Dust-Project • July 2023 – December 2023

- Unity Programmer.
- Gameplay Programmer
- Sound Manager.
- Github Host and Manager.
- Published

SKILLS

C# Language, Unity, Unreal Engine, HTML, CSS, JavaScript, 3D Modeling, Texturing, Github, GitKraken, Git, Project management, Trello, AI