

# Tobias Nölkensmeier

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- Johannesburg, South Africa
- German Passport

  Date of Birth

  09.09.2001

### SKILLS

7 / 10 Unity Game Development

6 / 10

HTML

5 / 10

JavaScript

6 / 10 CSS

7 / 10

C# Programming

## EDUCATION

Bachelor of Art in Game design and Production 3rd year

SAE Institute

2021 - Present

#### Matric 2020

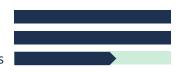
Concord College Johannesburg 2016-2020

#### Primary and Secondary School

Deutsche Internationale Schule Johannesburg 2007-2015

### LANGUAGES

German |
English |
Afrikaans |



#### ABOUT ME

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 pasted, high pressure surroundings. I look forward to learning and adding to my skill set as a young professional.

#### EXPERIENCE

### Intern: Graphic design

Bandit Signs / June 2019 – July 2019 / Johannesburg

Internship at a design and marketing company, assisting with blueprint designs, printing and application of marketing materials.

#### Extended study: SAE Institute Zürich

July 2022 – August 2022 Switzerland

Completed Introduction Unreal Engine pipeline, advancements in Unity development and Introduction to visual scripting in Switzerland (Zürich Campus).

#### Intern: 3D Generalist

July 2023 – August 2023

Completed an art challenge where I designed and set dressed a room and used animation to bring it alive in Blender.

#### Intern: Game UI Programmer

February 2023 – March 2023

Helped code UI for an unreleased game in C#.

# ACHIEVMENTS | COURSES

- School Prefect 2020
- Mathematical Literacy highest Achiever award 2020
- Website design course (CAATS)

## HOBBIES

- Off Road and Enduro Racing
- Game Development
- Music
- Modeling
- Coding