

Julian Franz

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Profile

My name is Julian Franz and i am looking for an entry level programmer role in the Games Industry.

Since my childhood it has always been my dream to make games. I am currently in my last year at the Games Academy Berlin. Each semester at the Games Academy the students came together as teams to work on projects for the next coming months. During my time working on those group projects i learned the working habits and workflows needed for game programmers in the industry.

My main knowledge lies hereby in the game engine Unity and the coding language C#, i also had some exposure to Unreal Engine and C++ aswell as blueprint and im generally open to new experiences. I can speak english and german.

Technical Skills

Familiar Software includes:

- Unity
- Github
- Sourcetree
- Krita
- Blender
- Godot
- C#
- C++
- HTML
- JQuery
- Unreal Engine
- Gitkraken
- Photoshop
- Unreal Engine
- Audacity
- Illustrator
- Arduino
- Javascript
- CSS
- MySql

Education / Experiences

CVO Gymnasium

2011 - 2015

I visited the Carl- von-Ossietzky
Gymnasium from the 7th to 10th grade.

OSZ KIM

2015 - 2018

At OSZ Kim i graduated as a
„Medientechnischer Assistent“.
I also made my first experience with
Coding and Webdesign at this school
(HTML, javascript).

Games Academy

2018 - 2020

In the Games Academy i attended the
course for programmers and learned
everything related to programming in
the Games-Industry.
