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 just finished 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 at the Games Academy 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 am well adversed with the principles of Object-oriented programming and i can speak german and english fluently.

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
- SQLite

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 earned a degree in „Media Technology".
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.