

## PROFESSIONAL SUMMARY

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Interactive Media Master's student and Game Developer with a strong foundation in C# and Object-Oriented Programming. Experienced in developing 3D interactive applications and games using Unity and Unreal Engine. Leverages a unique background in AI research to integrate modern technologies (like LLMs and Computer Vision) into interactive experiences. Highly motivated to build polished, bug-free interactive products from concept to release.

## TECHNICAL SKILLS

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- **Game Engines & 3D:** Unity, Unreal Engine, AR/VR Technologies, 3D Modeling, VFX, Shader graph
- **Programming:** C# (Object-Oriented), Python, Java, C++, HLSL/GLSL
- **AI & Emerging Tech:** LLM Integration, Computer Vision, AI-Pipelines
- **Tools & Practices:** Git, Performance Profiling/Debugging, Agile, Docker

## SELECTED UNITY/UNREAL PORTFOLIO PROJECTS

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**ReWild (MR/XR):** Engineered C++ and Blueprint gameplay loops for a Mixed Reality ecosystem to be showcased at Ars Electronica.

**LongDrive (Unity):** Co-developed a semi-autonomous driving simulator with Environment Design, interactive UI, C# scripting, and AI traffic integration.

**Fishing Simulator (VR):** Built an immersive Unity VR environment featuring custom water shaders and optimized HDRP lighting, a part of a group project for the course: Real Time Engineering.

## WORK EXPERIENCE

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**Student Tutor | Hagenberg Campus – FH Upper Austria |** March 2025 – February 2026

- Mentored students in OOP, Games with a Purpose, Intelligent Systems and Hypermedia Systems
- Assisted with debugging, code comprehension, and problem-solving

**Python / C# Developer | Embedded Systems Laboratory – FH Upper Austria |** May 2024 – June 2025

- Developed and maintained Python and C# code in a research-oriented development environment
- Worked with existing codebases, focusing on bug fixing and feature implementation
- Collaborated closely with supervisors and team members in iterative development cycles

**AI Researcher | Mapno Company – Cafedeeep | Khabarchain |** 2020 – 2023

- Engineered Python-based AI pipelines and tools, facilitating advanced research and practical applications
- Processed and optimized complex datasets for experimental use cases, utilizing Computer Vision and LLMs to drive project outcomes

## EDUCATION

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**Master of Interactive Media |** FH Upper Austria, Hagenberg | 2023 – June 2026

**Bachelor of Computer Engineering |** Hamedan University of Technology | 2016 – 2021

## ADDITIONAL INFORMATION

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**Availability:** Full-Time. Open for future collaborations. | **Work Authorization:** Valid work permit for Austria

**Languages:** English (fluent), German (basic)