

PROFESSIONAL SUMMARY

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

- **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

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

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 – Cafedeep | 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

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

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

ADDITIONAL INFORMATION

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

Languages: English (fluent), German (basic)