Ronja Böhringer
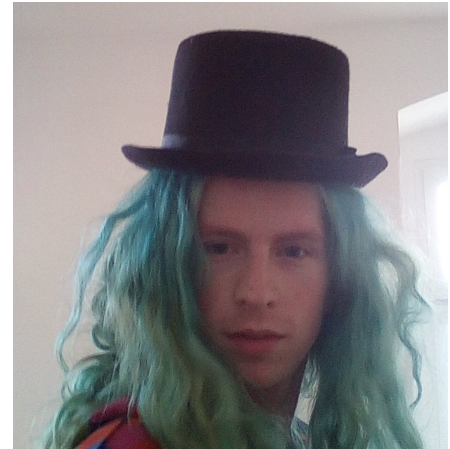

Applying for:
Programming Internship | March 2018 – August 2018
Portfolio: ronja.boehringer-mueller.de

Objective:

I'd love to meet many talented people and create entertaining
Experiences with them as well as improve my own skills.

Experience:

Unity3D: Experienced in writing C# and Shaderlab code.
glsl & hlsl: Experienced in writing shaders.
C++: Basic knowledge of the language.

Projects:

Elemates
  semester project with 76 students – puzzle heavy Top-Down Shooter
  my role: lead of the programming team
No Time For Apocalypse
  semester project with 3 students – a game where you help people and fight the horsemen of
    the apocalypse.
  my role: project management, design and programming
A multitude of smaller games
  I made many games in small teams at gamejams or by myself
  my role: mostly programming and design

Volunteer Work:

August 2017	Aruba volunteer at Devcom 2017
August 2017	volunteer at the Hochschule Mittweida Gamescom booth

Languages:

German: native speaker
English: fluent

Education:

October 2015 - present:	**Batchelor of Science**
	in Media Informatics and Interactive Entertainment
	at Hochschule Mittweida - University of Applied Sciences
	expected graduation date: 2018
June 2015:	**Abitur (general qualification for university entrance)**
	Justinus Kerner Gymnasium Heilbronn