

Summary

German computer science student with 4 years of experience with Unity Engine and VR development. VRChat user and content creator for more than 3 years. Uploaded the first user-generated VRChat room using custom scripts. Currently doing my master's.

Current Projects

Car dashboard & center console

2018

UX design and implementation of a digital dashboard and center console for an existing driving simulator using Unity 2017. Real-time visualization of JSON streams and SQL databases for the dashboard's signal and the center console's statistics. Driving simulator located at University of Applied Sciences Kaiserslautern, Zweibrücken, Germany

Skills

Unity Engine - 4 years of experience with Unity3D, implementations of various university projects using Unity, personal projects and a variety of uploads to VRC

C# - 4 years of experience of coding in C#. Heavily used in Unity and WPF applications

Java - 7 years of experience with Java, first taught in school in 2010. Further used in various Java applications and University projects

Web - Attended evening classes in 2007, advanced webdesign classes throughout school and university. Experienced with HTML/CSS and Bootstrap

VR Projects

Gondola racing minigame

VIVE, 2017

3 month Unity project that resulted in an endless running game using oars to move the gondola with while randomly generating powerups and obstacles on the track

Immersive Flow Visualization

VIVE, 2016

Bachelor's thesis on flow visualization in virtual reality using Unity 5.5. Application prototype that displays existing flow data in 3D and enables interaction with Unity's particle system

Virtual classroom prototype

DK2, 2014

Networked multiplayer application focusing on customizing presentations and giving presentations remotely. Allowing the user to add 3D models, particle systems and other Unity objects to their slides

Education

Feb 2017 - Present

Master of Science in Computer Science

University of Applied Sciences Kaiserslautern, Germany
Expected graduation early 2019

Bachelor of Science in Computer Science

Sep 2013 - Dec 2017

University of Applied Sciences Kaiserslautern, Germany
Bachelor's thesis in Media Informatics

Higher education entrance qualification

Sep 2010 - Aug 2013

Hubert-Sternberg-Schule, Wiesloch, Germany
School's focus: Computer science

Languages

German - native

English - fluent

French - basics

Arabic - basics