

Thomas Kretzschmar

thomaskretzschmar5@gmail.com

Date of Birth: 24-09-1994

Amsterdam, The Netherlands

Education

Amsterdam University of Applied Sciences

Bachelor of Science in Game Development

HKU

Minor in Music and Technology

Work Experience

Beyond Sports

Sep 2023 – Present

Audio Developer / Sound Designer

During my work at Beyond Sports I was the sole sound designer and audio developer responsible for both In engine sounds as well as marketing edits in post production.

Independent Musician

Feb 2020 – Present

Worked as a solo musician, with many gigs in venues like “de melkweg” in Amsterdam and p60 in Amstelveen. This inspired me to pursue a minor in Music and technology at HKU. My Spotify is linked below.

Cronos Amsterdam

Sep 2019 – Feb 2020

Intern- Unity C# and Java - Android

Developed a BLE library in Android Studio, implemented in Unity. Utilized Algorithms such as Trilateration and several filter algorithms to refine measured and calculated values.

DiractIT

Jun 2018 – Dec 2018

Junior Software Application Engineer C# and JavaScript

Utilized C#, ASP.NET and SQL to help automate a system for a client.

Skills

Programming Languages – C#, Java

Audio Programming – Fmod; Wwise;

Engines – Unity

Languages – Dutch; English; Japanese (CEFR A2 Certificate)

Other – Working knowledge of git and Agile Development methods.

Noteworthy Projects

Genre-Switching Game

Apr 2023 – Sep 2023

Unity C# - PC

Developing a unique and engaging genre-switching game combining elements of a first-person shooter, platformer, top-down and other game genres. Trying to find the balance between SOLID principles and rapid prototyping. During my minor Music and Technology I implemented interactive music using FMOD. Project available on my github.

Road management Tycoon game

Sep 2022 – Feb 2023

Unity C# - PC

Developed a grid-based road management game, commissioned by trive studio.

ARCore Turn based Game

Feb 2018 – Jul 2018

Unity C# - Android

Developed an application in Unity with the Google ARCORE SDK commissioned by VROWL.

Activities & Interests

Active GGJ Participant

<https://github.com/kretzsch>

<https://www.linkedin.com/in/thomas-kretzschmar/>

<https://open.spotify.com/artist/3LsIX2LyXD8VucrSM8O0kV?si=P-sc-dSjTkq1ZPi0Hv9kyQ>