Contact

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Skills

Programming

C/C++	●●●●●
C#	●●●●○
Java	●●●●○
Python (matplotlib, PyTorch)	●●●○○
TypeScript	●●●○○
SQL/PLSQL	●●●●●
OCaml	●●○○○

Engines & SDKs

Unity	●●●●●
Unreal	●●○○○
Varjo XR	●●●●○
OpenCV	●●●○○

Graphics & Shaders

GLSL/HLSL	●●●○○
Direct3D 11/12	●●○○○
Vulkan	●●●●○
3ds Max	●●○○○

Web & Services

React	●●●●○
Spring Boot	●●●○○
Amazon AWS	●●●○○
Microsoft Azure	●●●○○

Languages

- 🄰 German (native)
- 🄰 English (C2)
- 🄰 Japanese (N2)
- 🄰 Spanish (B1)

Academic Performance

Max Weber Program (Bavaria) — 2021–present
Scholarship for gifted students

JASSO Scholarship — 2023–2024
Merit-based scholarship granted to high-achieving students (Keio University, Tokyo)

Second-ranked Graduate — 2023
B.Sc. Informatics: Games Engineering, TUM

International Experience

High School Exchange, Washington D.C., USA — Oct. - Nov. 2017
Short Term Language and Cultural Exchange Program

JLP Program, Keio University, Japan — Sep. 2023- Mar. 2024
Japanese Language Program

Marina Weber

Games Engineer | C++ / Unity (Gameplay & Systems)

Profile

Games Engineer with a passion for XR and real-time 3D experiences. Skilled in Unity, C++, and shader development, combining technical depth with strong aesthetic sense. Experienced in building interactive environments, procedural systems, and player-focused tools.

Education

M.Sc. Informatics — *2023–present*
Technical University of Munich

B.Sc. Informatics: Games Engineering — *2019–2023*
Technical University of Munich

Higher Technical Institute Diploma — *2014–2019*
HTBLA Kaindorf (Thesis 1.0)

Selected Projects

Exploring the Impact of LLM-powered Virtual Spaces on Privacy — *2025*
XR Research Project

- Developed a multi-room VR environment with integrated eye-tracking to analyze how gaze behavior reveals personal attributes (age, gender, BMI).
- Built full system support for Varjo and Apple Vision headsets in Unity, including player interaction and assistance via the OpenAI API.
- Conducted large-scale gaze data analysis using Python, Pandas, and Matplotlib to uncover behavioral and biometric correlations.

A Functional Gamespace Model - Hierarchical Graphs and Spatial Partitioning Based on the Integrity of Space — *2023*
Bachelor Thesis

- Designed a hierarchical graph model with integrity-based spatial partitioning for 3D game worlds.
- Implemented automatic terrain segmentation using Voronoi-based partitioning from user-defined seed points (e.g., "forest", "desert") to procedurally generate coherent biomes.
- Developed Unity Editor tooling for defining regions and visualizing partitions, enabling rapid level design iteration.

Tempora Facta Casa — *2021*
Serious Game – Collaboration with Architecture Department

- Developed an interactive 3D experience in Unity showcasing the natural aging and decay of wood in architectural structures.
- Created custom shaders and textures simulating material changes under varying conditions (wood type, weather, and lighting).
- Modeled and textured all assets in Blender to ensure visual consistency and realistic rendering.

Work Experience

BearingPoint GmbH — *Mar–Apr 2023; Aug–Sep 2020*
Full-Stack Developer

- Built internal tools with **React/JS**, **SpringBoot**, and **SQL**; wrote reusable components and tests.
- Worked in **agile** sprints; ensured clean APIs and maintainable code.

Itec Tontechnik & Industrieelektronik GmbH — *Aug 2018; Aug 2017*
Low-Level Intern

- Programmed and debugged **C** firmware for audio/control hardware using oscilloscopes and in-circuit tools.

Weboffice IT Service & Marketing GmbH & Co KG — *Jul–Aug 2016*
Web Dev Intern

- Delivered client websites; set up basic CI and git workflows.

Teaching Assistant, TU Munich

- **Theoretics of Informatics (SS23–SS25):** Taught Turing machines, complexity, and formal languages.
- **Software Engineering (SS22):** Supervised team projects; coached on clean, modular code.