Simon Renger

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Professional Summary

I am an honest, direct person, who strives for new opportunities to learn and innovate. I love my work and love to share knowledge with others. I do not shy away from a challenge that involves picking up different roles that move the project forward.

Work Experience

01/09/2018-Present

Breda University of Applied Sciences, Breda (Netherlands)

Volunteering tutoring Programming

I am tutoring and teaching programming related topics at my university to fellow students in workshops and lectures. My main focus lays on C++

Education

01/09/2017-Present

Breda University of Applied Sciences, Breda (Netherlands)

Studies: Creative Media and Game Technologies Bachelor of Science My specialization is in Game Programming: Engine, Tools, Networking programming

Languages

German — mother tongue

English — CEFR level C1

Professional Skills

- C++ 4 years (3 custom game frameworks)
- · Source Control (Perforce, git) 4 years
- C# 3 years (3 projects)
- Unreal Engine 4 3 years (3 Projects)
- Unity 2 years (3 Projects)
- Agile software development 3 years
- Teaching skills acquired through 2 years of tutoring at University