

# GEORG WINTERFELD

Aspiring Technical Game Designer and System Programmer with a strong focus on Unreal Engine, dedicated to bridging the gap between design concepts and technical implementations. Passionate about building robust gameplay systems, from complex inventory management to reactive enemy AI.

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Ulm, Germany

## SKILLS

### ENGINES & LANGUAGES

- Unreal Engine (Blueprints & C++)
- Unity (C#)
- Python (Basic)

### CORE COMPETENCIES

- System Design (Inventory, Interaction System)
- AI Programming (Behaviour Trees, State Trees, Navigation)
- UI Engineering (Unreal Motion Graphics, Widget Logic)

### TOOLS

- Version Control (Perforce, GitHub)
- Project Management & Documentation (Jira, Notion)
- IDEs (Visual Studio, JetBrains Rider)

## PROJECTS

### FALL OF TENOCHTITLAN

Boomer Shooter | Unreal Engine 5 | Technical Game Designer

- Modular Ability System: Extended the Unreal Gameplay Ability System (GAS) to create a modular framework for rapid ability prototyping and modification.
- Gameplay: Programmed player movement, a robust interaction system, and dynamic shader effects for visual feedback.

### FOLC: THE BLOSSOM

Action RPG | Unreal Engine 5 | Gameplay Programmer

- Combat & Magic System: Developed the core combat loop including spell-casting mechanics, damage calculation, and hit-feedback.
- Enemy AI: Implemented responsive enemy behaviours using Behaviour Trees and AI Perception (patrolling, aggro states, attacking).

## WORK EXPERIENCE

### AGENTUR FREY

Warehouse Logistics Coordinator (Part-Time) | 2019 - 2025

### FRUCHTHOF NAGEL GMBH

Sales and Distribution (Internship) | 2018

## EDUCATION

### HOCHSCHULE FÜR ANGEWANDTE WISSENSCHAFTEN NEU-ULM

B.A. in Game Production & Management | 2022 - Present

### FRIEDRICH-LIST-SCHULE ULM

Abitur (Equivalent to A-Levels) | 2019 - 2022