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Goal

Develop pleasant software that makes life easier

Education

- Web Dev Bootcamp & Teaching Assistant
2018 | Iron Hack | Berlin
 - Deepened understanding of HTML, CSS, JS, jQuery, MongoDB, ES6, Express, Node
 - Supported and adviced students on their Javascript projects
- Java - Oracle Certified Associate
2016 | WBS | Berlin
- Graphic Design - Technical Assistant
2006 - 2009 | Cuno2 | Hagen
- Software Developer
2003 - 2006 | HABIT | Hagen
 - Built a web-based print-management-tool

Experience

- Unity3D Game Developer
2011 - 2018 | Freelance | Vancouver & Berlin
- QA & UX
2014 | Internship | Crenetic | Mülheim
 - Tested games for bugs and features
 - Made different UI mockups for a game
- Work and Travel
2009 - 2011 | Visa | Vancouver, Canada

Selected Projects

- Go Get Gubbins
2017-2018 | Squiddershins | Berlin | Remote
 - Mobile game development and consultation
 - Iterative integration of the requirements
 - Frequent deployment for several devices
- SOTC Usability Research
2016 | Course Participation | HU | Berlin
 - Investigated accessibility and usability of the game "Shadow of the Colossus"

Programming Skills

●●●●●○	Unity C#
●●●●●○	HTML
●●●●○○	Java
●●●●○○	CSS
●●●●○○	Unity JS
●●●●○○	3DGS Script
●●●●○○	Coldfusion
●●●●○○	Javascript
●●○○○○	Node.js
●●○○○○	SQL
●●○○○○	jQuery
●●○○○○	Git
●●○○○○	PHP
●●○○○○	Visual Basic
●●○○○○	Torque Script
●●○○○○	Playmaker
●○○○○○	Jasmine
●○○○○○	MongoDB

Soft Skills

- Motivated and energized by collaboration
- Creative, but goal-oriented problemsolver
- Constant acquisition of new skills through DIY attitude

Languages

- Proficient English
- Native German speaker