Job experience / Studies

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WORK ACTIVITIES AT TRICAT GMBH

TriCAT Spaces

A collaboration environment for online meetings created in Unity3D.

ACTIVITIES
- Programming in C# in Unity3D
- Editing of graphics
- Implementing additional features, including free placement of new objects
- Design and planning of large new systems
- Testing and bugfixing
- Legacy code reprocessing
- Tools creation for improved workflow
- Coordination with the team and artists

Unity3D
C#
Visual Studio
SVN
Photoshop
CSS
Design
UI
Tools
Team work

Individual customer projects

Single player applications for well-known clients created in Unity3D.

ACTIVITIES
- Time planning; prioritization
- Programming in C# in Unity3D
- Editing of graphics
- Occasional direct customer contact
- Creative implementation of desired features
- Mostly worked on alone
- Tools creation for improved workflow
- Close cooperation with project management
- Shader programming for Unity3D
- Testing and bugfixing

AWARD
- Solo developer for the "Virtual Discovering Bayer" application for client Bayer Austria Ges.m.b.H. Awarded with the HR-Award 2021 in the category TOOLS & SERVICES (gold placement)

Unity3D
C#
Visual Studio
SVN
Photoshop
XML
Python
Design
UI
Tools
Single work

Job experience / Studies

MAIN PROJECTS DURING THE STUDY PERIOD

Development of an educational game about malaria and its prevention (master thesis)

A playable level of an educational game about malaria prevention should be created. The game is a point & click adventure game in which the player has to solve several puzzles.

ACTIVITIES
- Project planning; time planning; prioritization
- Programming in C# in Unity3D
- Creation of graphics
- Testing and bugfixing
- Localization system for German and English
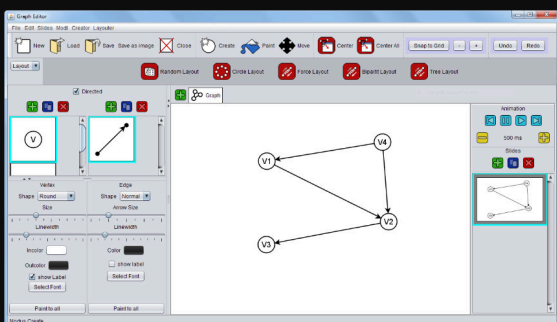- Research on malaria
- Creating puzzles

Implementation of a graph editor for teaching purposes (Bachelor thesis)

This editor can be used to quickly create graphs and color them for displaying algorithms. Animations can be created and played back.

ACTIVITIES
- Project planning; Time planning; Prioritization
- Programming in Java with Eclipse
- Creation of graphics
- Testing and bugfixing
- Learning the mathematical calculation of graphs

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Unity3D
C#
Visual Studio
GitKraken
Photoshop
Game-Design
Level-Design
Puzzle-Design
UI
Single work

Unity3D
Java
Git
Graph theory
UI
Single work