

Tenjix

Game Developer

</> Coding since 2005

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tenjix.de

@tenjix

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Experience

Gameplay Programmer - C++

Employment @ Blue Byte - A Ubisoft Studio

April 2017 - Now

Düsseldorf, Nordrhein-Westfalen

Software Developer - Java

Internship & Bachelor Thesis @ InnoSysTec

March 2013 - December 2013

Salem, Baden-Württemberg

- Developed a radio signal data filter with focus on fast and intuitive user interaction as well as elegant and concise data visualization
- Integrated various new features and enhanced the user experience of an extensive software suite for big data analysis
- Co-developed a data management prototype using Jowidgets

Electronics Technician - Production Technology

Apprenticeship & Employment @ Knoll

September 2006 - August 2009

Bad Saulgau, Baden-Württemberg

Education

Master of Science

Computer Science - Games and Digital Media

March 2014 - February 2017

Hochschule Ravensburg-Weingarten

- Wrote my thesis on realistic biome generation for procedural maps
- Tutored a team of students in game development with Unity and served as their product owner during the agile development process
- Participated in a Demo programming workshop at the Filmakademie
- Caught up on game related lectures introduced by the new bachelor course *Games and Digital Media*

Bachelor of Science

Applied Computer Science - Multimedia and Automation

September 2010 - February 2014

Hochschule Ravensburg-Weingarten

- Wrote my thesis on user interface design for visual data filtering
- Tutored lower semesters in C++ programming and linear algebra
- Visited Japan after a crash course and two semesters of Japanese

Advanced Technical College Certificate

Fachhochschulreife

September 2009 - July 2010

Gewerbliche Schule Bad Saulgau

Intermediate School-Leaving Certificate

Mittlere Reife

September 1999 - July 2005

Realschule Bad Saulgau

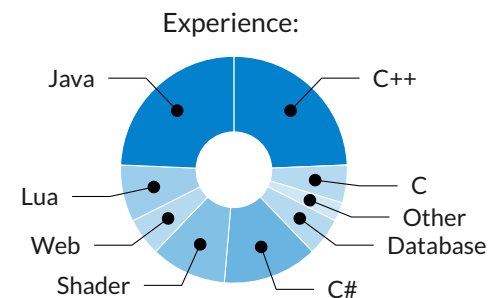
Interests

- Gaming**
Real-time & Round-based strategy, Role-playing, Strategy board games
- Modding**
Civilization, Endless Legend, Minecraft, Pokémon, The Settlers
- Learning**
Artificial Intelligence, Astronomy, Japanology, Physics, Visual Design
- Watching**
Anime, Science Fiction, Thriller

Languages

German ●●●●●
English ●●●●●
Japanese ●●●●●

Programming



Used:

Assembly	Java	PHP
Objective-C	JavaScript	SQL
C	ActionScript	XML
C++	GLSL	DOS
C#	HLSL	LaTeX
Lua	HTML	

Technologies

WebGL, OpenGL, Lightweight Java Game Library, Android, DirectX, Microsoft Kinect, Oculus Rift, JavaFX, Cinder, CryEngine, Unity, Blender, MongoDB, MySQL