Tenjix

Game Developer

</> Coding since 2005
@ mail@tenjix.de
🔗 tenjix.de
🐦 @tenjix
▶ Tenjix

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

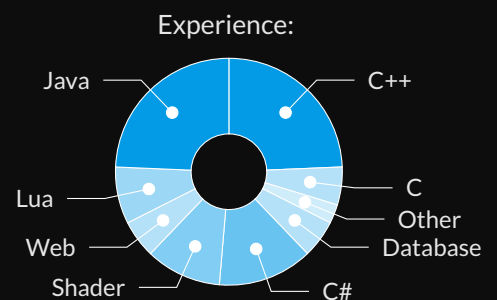📅 September 1999 – July 2005　　📍 Realschule Bad Saulgau

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

Experience:

Java — C++ — C — Other — Database — C# — Shader — Web — Lua

Used:

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

Technologies

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