

Curriculum vitae



Personal Details

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Date of birth: 14. May 1998
Place of birth: Dortmund, Germany
Nationality: German

Personal Profile

I am a programming interested dedicated game design student in the 5th semester at the " Mediadesign Hochschule Düsseldorf" with the focus on game design, programming and story writing. I have experience in leading and organising teams, developing complex programs and designing games from scratch.

Portfolio:

<https://www.floriantrippe.com/>

Career Objective

I would like to work with a professional team at a high level and improve my programming and game design skills. Furthermore, I would like to gain experience with working abroad.

Studies

10/2019 – currently	Department of Game Design (B.Sc.), state-approved University Mediadesign Hochschule Berlin
10/2017 – 08/2019	Department of Computer Science (B.Sc.), Technical University of Dortmund

School Education

08/2007 – 06/2017

Achievement of the Abitur at the Heinrich-Böll-Gesamtschule Dortmund

Subjects:

Mathematics, Biology, German, History

Professional experience

08/2013 - currently	trippe industrieelectronic gmbh Dortmund Ware receiving and order picking Production of electronic assemblies and devices
11/2019	Tempel Raider und die gefundenen Schätze - Game Designer
11/2019	LuLa2.0 - Game Designer
10/2019 – 02/2020	Snapshot - Game Designer
04/2020 – 08/2020	Space it Up - Game Designer - Deputy Game Director - Lead Programmer
10/2020 – 02-2021	InAltum - Game Designer - Deputy Game Director - Lead Programmer
04/2021 – 08/2021	Helsing - Game Designer - Deputy Game Director - Lead Programmer - AI Programmer
10/2021 – currently	Dwørves - Game Designer - Deputy Game Director - Lead Programmer - AI Programmer

Interests

Interests

- game design, programming
- story writing, worldbuilding
- history and mythology

- sports (soccer, tennis, swimming, hiking)

Additional skills

Personal skills

- Team player
- Adaptable
- Committed
- Motivated
- Enthusiastic
- Able to take criticism
- stress resistant
- Analytical
- Organised

Language skills

- German (Native speaker)
- English certified B2(2018)

Software

- Unity Engine
- Unreal Engine
- MS Visual Studio
- Git
- MS Office (Word, PowerPoint, Excel)
- Outlook
- Maya
- Affinity Photo
- Adobe (Photoshop, Premiere Pro, After Effects, Audition)

Programming

- C# (Professional)
- UE4 Blueprints (Advanced)
- Java (Intermediate)
- WPF (Intermediate)
- C++ (Intermediate)
- Python (Beginner)
- HLSL (Unity) (Beginner)