Henrik Tietjens
Game Programmer

CONTACT

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SKILLS

C++ C# Unity Unreal

Godot OpenGL Git

Blender Gimp Substance

Java Python Typescript

LANGUAGES

GERMAN, NATIVE

ENGLISH, FLUENT

PROFESSIONAL SUMMARY

An aspiring game programmer with love and attention to detail. Knowledgeable in making games as well as in writing and extending game engines. Experiences from 4 university projects and 6 game jams. Enthusiastic about collaboration with design and art. Adept community builder and avid team worker.

EDUCATION

Games Engineering, B.Sc., 10/2019 - Current
Julius-Maximilians-University - Würzburg, Germany
Grade: 1.3 (First Class, GPA: 3.7)

- Created a 3D game engine in C++ and OpenGL with component system and physics integration
- Created a Unity plugin that adds recording functionality on virtual cameras for Oculus Quest applications
- Developed two games each over a timespan of one year
- Main courses: Interactive Computer Graphics, Mathematics for CS, Network and Parallel Programming, Interactive AI, Basics of Human Computer Interaction

For a full list of all my courses and projects, please visit henrik.tietjens.de

IT (Simulation and Serious Games), B.Sc., 02/2019 - 07/2019
Flinders University - Adelaide, Australia

WORK HISTORY

Tutor for Game Lab 1   10/2020 - 07/2023
Julius-Maximilians-University - Würzburg, Germany

- Provided guidance, feedback and technical support in the creation of ~40 games during their first year of university
- Created introductory tutorials for Unity and Unreal Engine

Technical Assistant   08/2018 - 02/2019
dynaMigs.net - Munich, Germany

- Program tools in Microsoft Access and Excel
- Assist in the preparation of data migrations

SIDE ACTIVITIES

Member in the Games Engineering Student Initiative, 04/2022 - Current
- Organizing student community events, e.g. joint Gamescom visit, booth at the annual exhibition, advertising at fairs, LAN-parties and Game Jams

Participation in 6 Game Jams during free time
- Create games to a given topic in a limited amount of time, typically 2-7 days