

Nico Mazek

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Birthdate 21. December 1996
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Portfolio nicomazek.com

Experience

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| September 2019 – present | 1627 - Quest of Grol Unity3D AR Smart Solution Semester
Programmer <ul style="list-style-type: none">• Application structure• GPS navigation handling• AR interaction |
| February 2019 - August 2019 | www.handy-games.com GmbH Unity3D Internship
Programmer Intern <ul style="list-style-type: none">• Android & iOS port• Steam & Xbox achievements• Xbox user & controller handling |
| September 2018 - February 2019 | GraphX Engine OpenGL Minor Skilled
Programmer <ul style="list-style-type: none">• Custom rendering engine in C++• Programming patterns• Engine design |
| May 2018 - July 2018 | Turbine Turmoil Unity3D VR
Programmer <ul style="list-style-type: none">• Player interaction & feedback• Companion functionality• Tutorial & objective implementation |
| February 2018 - March 2018 | Snail Trails OpenGL
Programmer <ul style="list-style-type: none">• Level editor & importer• Lighting, dynamic shadows & bloom• Menu & audio Lua scripting API |
| March 2017 - April 2017 | Overcharged Unity3D
Programmer <ul style="list-style-type: none">• Networking• General game rules• HUD/UI functionality• Audio implementation |

September 2017 - September 2017 **Buccaneer's Bay | Unity3D**
Programmer

- Ship/player controller
- General game rules
- HUD/UI functionality
- Audio implementation

May 2017 - June 2017 **Requiem | Unity3D**
Programmer

- Enemy AI
- NPC & item interaction
- HUD/UI functionality
- Audio implementation

Education

September 2015 - August 2020 **Saxion University of Applied Sciences**
Creative Media and Game Technologies
Bachelor

August 2017 **Obtained Propedeuse**

Skills

Development

- Unity3D
- C#
- C++
- GLSL
- OpenGL
- Lua
- Lua C Scripting API
- Photoshop
- Scrum
- Git
- Figma

Softskills

- Motivated
- Problem solving
- Hard working
- Dedicated
- Eager to learn
- Communicative