

AT A GLANCE

- ▶ Extensive experience in object-oriented programming, strong focus on C++ and C#
- ▶ Accustomed to work with existing code bases
- ▶ Specializations: Back-End System Architecture, Single- and Multiplayer Gameplay, VR, Debugging and problem-solving
- ▶ Advanced knowledge in Artificial Intelligence, Procedural Generation, efficient code, mobile rendering
- ▶ Strong team-oriented attitude rooted in my previous profession

PROJECT HIGHLIGHTS

VR Zeitreise (exhibited in the new Deutsches Museum Nürnberg)

Shared-space VR multiplayer experience, showing four visitors a futuristic Nuremberg in 2050

- ▶ Developed in C# using Unity 2019
- ▶ Multiplatform: Windows (Server) & Oculus Quest 2 Business (Clients)
- ▶ Shared-space Co-Op Multiplayer

Shadowmaker (published on [portfolio](#))

VR game letting the player experience with light and different shapes to create shadows

- ▶ Developed in C++ and Blueprints using Unreal Engine 4
- ▶ Strong focus on natural interaction with objects and environment through Oculus Touch and HTC's equivalent

LAME. (published on [portfolio](#))

Asymmetric local multiplayer, combining First-Person-Shooter with Real-Time-Strategy

- ▶ Developed mostly in Blueprints using the Unreal Engine 4
- ▶ Cross-Platform Multiplayer (Windows & Android)
- ▶ Artificial Intelligence
- ▶ Mobile Gameplay

Adventure Game Engine (published on [portfolio](#))

includes the fundamental elements to create a game of the "point & click adventure" genre

- ▶ Developed in C++ and XML using SFML and rapidXML
- ▶ Usage of XML-Import to feed the engine with the game's data
- ▶ Familiarization with programming patterns: Flyweight-Pattern, Game-Loop-Pattern, Update-Method-Pattern, Type-Object-Pattern, and Component-Pattern

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PROFESSIONAL EXPERIENCE

- 04/2021 – Today Programmer for a location based AR Project at TH Köln
- 05/2020 – 08/2021 Lead Programmer for a co-location VR Project at TH Köln
- 09/2019 – 04/2020 HTML5 JavaScript Developer at Flying Sheep Studios
- 07/2006 – 06/2018 **Team Leader** at the German Armed Forces, including participation in four missions under the ISAF mandate and one as part of the MINUSMA mission

RELEVANT EDUCATION

- 09/2017 – 02/2021 **B.A. Digital Games, Specialization Track: Game Programming** at the Cologne Game Lab, University of Applied Science Cologne

VOCATIONAL TRAINING

- 11/2014 – 11/2015 Master course: Operative Professional, to become a **Certified IT-Systems Manager in Project Management** with verification for vocational and teaching skills
Overall result: "good"
- 10/2010 – 12/2010 Specialist course for **Network Administrators** for wide area networks and radio communication
Overall result: "excellent"
- 10/2008 – 06/2010 **IT-System-Electronics technician**
Overall result: "good"

SKILLS

- Soft Skills Excellent communication and team-leading skills, always oriented towards the team and the product, "Design Speak", traditional and agile project management methods
- Technology Virtual Reality (Oculus Rift, Quest 1/2 & HTC Vive), Windows, Android, Unreal Engine 4, Unity, Git, Plastic, Steam Audio, FMOD, JetBrains Rider, MS Visual Studio, RenderDoc, Jira
- Languages English, German (native)