

Job Request dated from 08/01/2024

Open for positions as Game Developer/Programmer (Unity, Godot)

Name: Jakob Feldmann
Residence : ☐ Berlin
Highest level degree/certificate: Wirtschaftsinformatik Bachelor

Contact

E-mail: jakob-feldmann[at]outlook.com
Website: <https://commonparrot.github.io/>

Description

Type of employment: Full-time
Entry date: immediately
Place of work: Berlin, Remote, Umzug evtl.

Hello, I am Jakob,
as a passionate game developer I am looking to work with a team, realizing great visions for games and learning a lot. Working on games motivates me to constantly improve my programming skills and my goal is to turn creative ideas into compelling interactive experiences. I love video games in almost all forms and want to be involved in this medium. I am an industry beginner, but have professional experience in software development and personal experience in game development.

I have a Bachelor's degree in Information Systems & Economics, worked as a C# developer for some time and developed software for industrial clients (see resume). At the same time I started to develop my own games with the Godot Engine. You can see my game projects on my portfolio website: commonparrot.github.io. I have been working with Godot for more than a year and since last November I have been working with Unity.

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My focus has often been on physics-based interactions, be it fine-tuned character controls and spring simulations in Blobby (2D platformer in Godot) or dynamically changing gravity in Space Smash Out (current project in Unity3D). ☐

However, I'm also eager to implement other systems, such as enemy AI, puzzle logic, dynamic cameras, multiplayer, UI, menus and more.

I would be happy to hear from you.

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Kind regards ☐

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Quinke Networks GmbH
Bei den Mühlen 70
20457 Hamburg / Germany