

# Curriculum vitae

## Personal Details

Name:	Alexander Rasch
Address:	Nelkenstrasse 34, 41466 Neuss, Germany
Mobil:	+49 0176 23157868
E-Mail:	alrasch@stud.mediadesign.de

## Personal Profile

---

Dedicated game design student at state-approved University Mediadesign Hochschule Berlin with focus on programming. Experienced in problem solving, programming games, working together in a team, and developing games in engines from scratch.

## Career Objective

---

To further enhance my understanding of game development outside of indie productions and deepen my programming skills and knowledge as well as gaining experience in working with larger groups through an internship.

## Education

---

10/2019 ~ 02/2023	studies Game Design (BSc.) at state-approved University Mediadesign Hochschule, Berlin focusing on programming
08/2011 – 03/2019	Abitur at Alexander von Humboldt Gymnasium Neuss Abitur (equivalent to A-level)

## Work Experience (Student Projects)

---

09/2021 – 02/2022	Programmer “Dwørves” (3D, Turn-based strategy, survival)
03/2021 – 08/2021	Programmer, Game Designer “Helsing” (3D, Roque-like, Action, Retro First-person shooter)
09/2020 – 02/2021	Programmer, Game Designer “In Altum” (3D, Action-Adventure)
04/2020 – 08/2020	Programmer “Space It Up” (2D, Arcade, Puzzle, Endless)

## Skills

---

Language	English (GeR B2/C1), German (Native Speaker), Dutch (Native Speaker), Latin (Latinum)
Programming Languages	C# (professional) C++ (intermediate) Java (intermediate) HLSL-Unity (intermediate)
Computer	MS Office (intermediate) Git (intermediate) Maya (intermediate) Substance Painter (basic) Photoshop (basic)
Engines	Unity 5 (intermediate) Unreal 4 (intermediate)

## Hobbies and Interests

---

I enjoy solving various problems and puzzles, program / experiment with shaders and working in teams. In my spare time I occasionally play tennis and workout daily.