

BENJAMIN GRILL

Gameplay programmer | AI programmer

Friendly and open minded Programmer with strong Coding experience. I am always ready to learn new things and like to teach myself things by self-study like in the moment c++.

CONTACT

ADDRESS:
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Germany

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LANGUAGES

German: Mother tongue

English: Advanced

SOFTSKILLS

Ability to work in a team

Open to critic

Communication skills

Level headed and high stress tolerance

Discipline

ready to learn new things

HARDSKILLS

Unity3D ●●●●○

Visual Studio ●●●●○

Version Controll ●●●●○

Unreal Engine ●○○○○

C# ●●●●○

C++ ●○○○○

EDUCATION

University of Applied Sciences Europe

2017 – 2021

Bachelor of Arts

Abengymnasium der VHS Rheinfelden

2013 – 2016

Fachhochschulreife

WORK EXPERIENCE

Tonkotsu Games Co-founder, Lead Programmer

08/2019 – present

System design and programming.

AI design and Programming.

In both System and AI design I worked really close with the Game Designer together to get the best result.

ADDITIONAL EXPERIENCE

Game Tester [Yager]

08/2018

The Cycle.

Bug and Gameplay testing.

PROJECTS

Rave Cave Carnage

08/2019 – present

Gameplay programmer / AI programmer

Metrodome

03/2019 – 07/2019

Gameplay programmer / AI programmer

Gemrock

10/2018 – 02/2019

Gameplay programmer

REFERENCE

Sam Luckhardt

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Carlo di Paolo

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