

# JAN MEISSNER

Software Engineer



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## WHO AM I?

I am a game developer and programmer with a master's degree in Computer Sciences. Currently looking to get an entry into the game industry in a programming-related position. Experienced in working with Unity and Unreal Engine, as well as programming languages C++, C# and Python. Worked on multiple smaller game projects in student project and game jam settings, often acting as a project lead supporting unexperienced developers.

## EDUCATION

- 2020-2022 **Master's Degree** **University of Applied Sciences Trier**  
Computer Sciences  
Thesis: Comparison of Reinforcement Learning and the Application of the Levenberg-Marquardt Method for the Optimization of Racing Lines  
Final grade: 1.4
- 2016-2020 **Bachelor's Degree** **University of Applied Sciences Trier**  
Computer Sciences - Digital Media and Games (Specialization: Games)  
Thesis: Machine Learning in Unity for Vehicle Control  
Final grade: 1.7

## EXPERIENCE

- 2018-2022 **Game Programmer at multiple game jams**  
Development of multiple different games during 2 to 7 day long jams. Contributing as project lead, game designer, programmer and tech artist. More details can be found on my portfolio.  
Unreal / Unity / C++ / C# / Git
- 2019 **Student projects "Dark & Light" and "Build to Survive"**  
Semester-long game development projects in groups of 4. Working as project lead, game designer and programmer. Gameplay videos can be found on my portfolio.  
Unity / C# / Git
- 2012 **Internship at feierabend.de AG**  
Two week long internship at a social media for senior citizens. Introduction into web development and community management. First practical experience in developing a game for senior citizens.  
HTML/CSS / XAMPP / Construct (Game Engine)

## SKILLS

- Unreal Engine** Gameplay (Blueprint, C++), AI Behavior, User Interfaces
- Unity Engine** Gameplay, AI Behavior, Shadergraph, User Interfaces, Machine Learning (ML Agents)
- C++** Game Development (Unreal, PlayStation Vita), GPGPU Programming (CUDA)
- C#** Game Development (Unity), Tool Development
- Python** Tool Development, Machine Learning (Tensorflow), Data Science (Pandas)

## LANGUAGES

**German** - native  
**English** - proficient

## HOBBIES

Playing piano and church organ,  
building computers, pen & paper  
RPGs

## NON PROFIT

Voluntary technical IT assistant for  
the protestant church Wallmerod  
since 2010