

<b>Contact Information</b>	Tobias Wehrum Stresemannstr. 74 App. 1618 10963 Berlin phone: +49 173 26 44 639 mail: <a href="mailto:tobias.wehrum@dragonlab.de">tobias.wehrum@dragonlab.de</a> web: <a href="http://dragonlab.de">http:// dragonlab.de</a>
<b>Personal Information</b>	Date of Birth: April 16th, 1987 Citizenship: German
<b>Education</b>  2012 – 2015  2009 – 2012	Master in International Media and Computing at the "Hochschule für Technik und Wirtschaft Berlin", overall average grade 1.1  Bachelor in International Media and Computing at the "Hochschule für Technik und Wirtschaft Berlin", overall average grade 1.3
<b>Work Experience</b>  May 2016 – Ongoing  Oct 2015 – Ongoing  Jun 2015 – Aug 2015  Feb 2015 – May 2015  Oct 2014 – Jan 2015  Oct 2014  Feb 2014 – Ongoing  Oct 2013 – Feb 2014  May 2013  Jan 2012 – Jun 2012  Apr 2011 – Jul 2011  Jun 2007 – Mar 2011	<b>Contract Work: Unity3D for Bearhands</b>  <b>Contract Work: Unity3D and electronics for Illusion Walk KG</b>  <b>Incubator: Unity3D development at Critical Hit (Canada)</b> <ul style="list-style-type: none"> <li>Design and development of four experimental games/installations with Unity3D</li> </ul> <b>Contract Work: Unity3D development for Codeglue B.V. (Netherlands)</b>  <b>Contract Work: iOS development with Unity3D for it Matters UG</b>  <b>Contract Work: Concept and organization of a week-long game jam for children for jfc Medienzentrum</b>  <b>Contract Work: iOS development with Unity3D for Joid Games</b>  <b>Contract Work: Unity3D introductory course lecture at HTW Berlin</b>  <b>Contract work: Workshop for Mediale Pfade</b> <ul style="list-style-type: none"> <li>Conception/Implementation of a <a href="#">15 minute introduction workshop to game programming</a> for total beginners</li> </ul> <b>Part-time work at Exozet Games for gameslab/HTW Berlin:</b> <ul style="list-style-type: none"> <li>Reimplementation of a platform Nintendo DS game for mobile platforms with Adobe AIR</li> </ul> <b>Internship: Unity3D development at Codeglue B.V. (Netherlands)</b>  <b>Full-/Part-time work at DATAWERK Kassel/Berlin as Java/Web Developer</b>

<p><b>University Projects</b></p> <p><a href="#">Master's Thesis</a></p> <p><a href="#">Masaka</a></p> <p><a href="#">KinectMagic</a></p> <p><a href="#">Heart of Decay</a></p> <p><a href="#">Zombie Planet</a></p> <p><a href="#">Wizard Defense</a></p> <p><a href="#">Hammertennis</a></p>	<p>“Evaluating the Advantages of Physical and Digital Elements in Hybrid Tabletop Games” Using: C#, Unity3D</p> <p>Multiplayer platform brawler with strategic elements made in collaboration with Game Design program at HTW Berlin Using: C#, Unity3D</p> <p>Two player duel game with spatial elements using Microsoft Kinect Using: C#, Unity3D</p> <p>3D action RPG prototype (collab. with Game Design program) Using: C#, Unity3D</p> <p>Leap Motion defense game Using: C#, Unity3D, Leap SDK</p> <p>Cooperative Augmented Reality game based on marker interaction Using: C#, Unity3D, NyARToolkit</p> <p>Topdown physics/sports game Using: Python, pygame, pybox2d</p>
<p><b>Private Projects</b></p> <p><a href="#">Catcher</a></p> <p><a href="#">Blood Trial</a></p> <p><a href="#">SnakeFormer</a></p> <p><a href="#">Mini Game Jams Berlin</a></p>	<p>2D arcade game Using: C#, Unity3D</p> <p>Multiplayer fighting game developed in 48h at the Global Game Jam 2013 (Lead Programmer) Using: C#, SFML.NET</p> <p>A physics/puzzle/platformer/snake game, original version in 48h Using: C#, Unity3D</p> <p>Organizing a monthly 4h/8h game jam in Berlin since 2010 and developing small prototypes there Using: C#, Unity3D, AS3, Python</p> <p>More projects are available at: <a href="http://portfolio.dragonlab.de">http://portfolio.dragonlab.de</a></p>
<p><b>Competencies</b></p> <p>Languages</p> <p>Programming Languages</p> <p>Other Computing Languages</p> <p>Frameworks/Engines</p>	<p>German native, English advanced</p> <p>C#, Java, Python, AS3, Ruby</p> <p>(X)HTML, MySQL, XML, CSS, JSON</p> <p>Unity3D, Kinect SDK, SFML, NyARToolkit, Player.IO, Box2D</p>