

<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>  Sep 2018  June 2018 - Ongoing  Mar 2018 - May 2018  Feb 2018  Oct 2017 – Feb 2018  Sep 2017 – Jan 2018  Sep 2017 – Nov 2017  May 2017 – Feb 2018	<p><b>Contract Work: Unity3D for Codeglue B.V.</b></p> <ul style="list-style-type: none"> <li>Integration of blockchain technology into a Unity game.</li> </ul> <p><b>Contract Work: Unity3D for wonderkind GmbH</b></p> <ul style="list-style-type: none"> <li>Development of an educational Android/iOS game for children in Unity3D.</li> </ul> <p><b>Contract Work: JavaScript for TreasureHunt GmbH</b></p> <ul style="list-style-type: none"> <li>Development of a 3D WebGL flick-input football game for the Facebook Instant Games platform.</li> </ul> <p><b>Contract Work: JavaScript for Weihe GmbH</b></p> <ul style="list-style-type: none"> <li>Development of a 2D game for desktop and mobile browsers with JavaScript/PixiJS.</li> </ul> <p><b>Contract Work: JavaScript for Goller&amp;Vos</b></p> <ul style="list-style-type: none"> <li>Development of a 2.5D game for desktop and mobile browsers with JavaScript/PlayCanvas.</li> </ul> <p><b>Contract Work: Unity3D/JavaScript for OKFN Deutschland</b></p> <ul style="list-style-type: none"> <li>Design and development of a browser-based editor for interactive stories based on QR codes in JavaScript with a matching Android QR reader app in Unity.</li> </ul> <p><b>Contract Work: Unity3D for antoni Holding GmbH</b></p> <ul style="list-style-type: none"> <li>Development of an augmented reality car configuration app prototype for iOS with Unity/ARKit.</li> </ul> <p><b>Contract Work: Unity for wonderkind GmbH</b></p>

	<ul style="list-style-type: none"> <li>• Development of an educational Android/WebGL game for children in Unity.</li> </ul>
Apr 2017 – Oct 2017	<p><b>Contract Work: Unity for eyecandylab GmbH</b></p> <ul style="list-style-type: none"> <li>• Development of an augmented reality TV app prototype for iOS and Android with Unity.</li> </ul>
Dec 2016 – Nov 2017	<p><b>Contract Work: Unity for Cebra GmbH</b></p> <ul style="list-style-type: none"> <li>• Development of various Augmented Reality demos for Android using Unity/Vuforia.</li> </ul>
Nov 2016 – Jan 2017	<p><b>Contract Work: Unity/JavaScript for H-EAR</b></p> <ul style="list-style-type: none"> <li>• Development of a location-based interactive audio drama app prototype and an online storyline editor.</li> </ul>
May 2016 – Sep 2016	<p><b>Contract Work: Unity for Bearhands</b></p> <ul style="list-style-type: none"> <li>• Unity development on a 3D stealth game.</li> </ul>
Oct 2015 – Sep 2017	<p><b>Contract Work: Unity and electronics for Illusion Walk KG</b></p> <ul style="list-style-type: none"> <li>• Unity development for multiplayer room-scale VR.</li> </ul>
Jun 2015 – Aug 2015	<p><b>Incubator: Unity development at Critical Hit (Canada)</b></p> <ul style="list-style-type: none"> <li>• Design and development of four experimental games/installations with Unity.</li> </ul>
Feb 2015 – May 2015	<p><b>Contract Work: Unity development for Codeglue B.V. (Netherlands)</b></p>
Oct 2014 – Jan 2015	<p><b>Contract Work: iOS development with Unity for it Matters UG</b></p>
Oct 2014	<p><b>Contract Work: Concept and organization of a week-long game jam for children for jfc Medienzentrum</b></p>
Feb 2014 – Dec 2015	<p><b>Contract Work: iOS development with Unity for Joid Games</b></p>
Oct 2013 – Feb 2014	<p><b>Contract Work: Unity introductory course lecture at HTW Berlin</b></p>
May 2013	<p><b>Contract work: Workshop for Mediale Pfade</b></p> <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>
Jan 2012 – Jun 2012	<p><b>Part-time work at Exozet Games for gameslab/HTW Berlin:</b></p> <ul style="list-style-type: none"> <li>• Reimplementation of a platform Nintendo DS game for mobile platforms with Adobe AIR</li> </ul>
Apr 2011 – Jul 2011	<p><b>Internship: Unity development at Codeglue B.V. (Netherlands)</b></p>
Jun 2007 – Mar 2011	<p><b>Full-/Part-time work at DATAWERK Kassel/Berlin as Java/Web Developer</b></p>

<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>“Evaluating the Advantages of Physical and Digital Elements in Hybrid Tabletop Games” Using: C#, Unity</p> <p>Multiplayer platform brawler with strategic elements made in collaboration with Game Design program at HTW Berlin Using: C#, Unity</p> <p>Two player duel game with spatial elements using Microsoft Kinect Using: C#, Unity</p>
<p><b>Private Projects</b></p> <p><a href="#">Catcher</a></p> <p><a href="#">Mini Game Jams Berlin</a></p>	<p>2D arcade game Using: C#, Unity</p> <p>Organizing a monthly 4h/8h game jam in Berlin since 2010 and developing small prototypes there Using: C#, Unity, 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#, JavaScript</p> <p>HTML, CSS, MySQL, XML, JSON</p> <p>Unity, PlayCanvas, PixiJS, Aurelia</p>