

Tobias Wehrum

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WORK EXPERIENCE

Freelancing

May 2013 – Present

Game/App/Full-stack Web Developer

Berlin, Germany

- Development of:
 - Games (entertainment & serious/educational) for web, desktop, Android, iOS
 - AR/VR apps
 - Game development editors and tools
- Lead Programmer & Full-stack TypeScript/WebGL Developer (cultures interactive e.V., May 2021 – May 2023)
 - Development of a real-time collaborative game editor and an isometric RPG/adventure game for educational workshops.
 - Planned and set up the technical foundation and architecture of the project.
 - Contributed to nearly all parts of the app.
 - Distributed tasks to a team of 3 other programmers, regularly reviewed code on pull requests and served as a bridge for production and other teams.
- Unity Developer & Game Designer (basa e.V., Aug. 2019 – Jun 2021)
 - Development of a location-based AR multiplayer Android game for educational workshops.
- Unity Developer (NowHere Media, Jul. 2020 – Apr. 2021)
 - Development of an interactive VR documentary about Kusunda, a language threatened by extinction.
- Full-stack TypeScript/WebGL Developer (Wooga, Jun. 2020 – Oct. 2020)
 - Development of an "Escape Room"-style PixiJS web game for a game anniversary.
- Over 25 other projects, with details available at <https://dragonlab.de/portfolio>.

Hochschule für Technik und Wirtschaft Berlin

Oct. 2013 – Feb. 2014

Instructor

Berlin, Germany

- Teaching an introductory course about game development using the Unity engine.

Exozet Berlin GmbH

Jan. 2012 – Jun. 2012

AS3/Adobe AIR Developer

Berlin, Germany

- Development of a jump'n'run game for mobile platforms using AS3/Adobe AIR/Starling/PureMVC.

DATAWERK GmbH & Co. KG

Jun. 2007 – Mar. 2011

Java Software Developer

Kassel/Berlin, Germany

- Web development using Java and PHP.

EDUCATION

Hochschule für Technik und Wirtschaft Berlin

Apr. 2014

M.Sc., International Media and Computing

Berlin, Germany

- Overall grade achieved: 1.1, “excellent”.
- Internship abroad as a Unity Developer at Codeglue B.V., Rotterdam, The Netherlands.
- Game projects using technology like Microsoft Kinect, Leap Motion or a multi-touch table with object recognition.

SKILLS & INTERESTS

- **Skills:** C#, Unity, JavaScript, TypeScript, PixiJS, React, Node.js, Express, Socket.IO, AR, VR, HTML, CSS
- **Interests:** Photography; cooking; board games; learning Japanese; 10+ years of monthly game jam organization