

Tobias Wehrum

Tobias.Wehrum@dragonlab.de ❖ <https://dragonlab.de> ❖ Berlin, Germany

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
- Unreal Engine 5/C++ Developer (Nachtalb UG, Sep 2025 – Ongoing)
 - Taking over an ongoing Unreal Engine 5 card game project, adding features and fixing bugs.
- Unity Developer (Playing History, Mar 2025 – Jun 2025)
 - Development of a screen reader compatible audio guide and a 2D game for use in a museum context.
- Unity Developer (Gil Namaati, Jun 2024 – Mar 2025)
 - Development of a 2D bartending game prototype with fluid mechanics.
- 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.
- Over 30 other clients and 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 MS 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, HTML5, CSS
- **Interests:** Photography; cooking; hiking; board games; learning Japanese; 10+ years of monthly game jam organization