

Felix Kroischke

Specialist for Unity, C#, Blender and media conception

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I am a generalist who always views projects holistically and who solves problems in a structured, systematic and - if necessary - pragmatic way. I have my specialties, but I always try to maintain an overview and develop myself in project-related areas as well. My greatest strength is thinking interdisciplinary and my ability to unite information, knowledge and also people from different areas.

Professional focus

Application development, UI design, UX design, media production, knowledge transfer, layout and typography, interdisciplinary and scientific work, virtual reality, presentations, web design

Website

You can find more information about me and my work on my website: www.felix-kroischke.de.

Work experience (of the last years)

04/2021 - today

Project engineer for 3D visualizations

NTI Deutschland GmbH, Berlin

Conception and technical realization of the data visualization software SAGis 3D (as sole developer), support of other NTI software, customer support and training, creation of training and presentation materials (print, presentations and videos), support of a student trainee, presentation of NTI products at various events.

07/2020 - 03/2021

Unity developer

iXtenda GmbH, Berlin

Collaboration on the 3D planning and visualization software "iVP" (development of new functions and integration of features into the existing user interface, preparation of 3D models and CAD data, coding, rigging)

06/2020

Unity developer (intern)

iXtenda GmbH, Berlin

Collaboration on the 3D planning and visualization software "iVP", development of tools for automation and optimization of workflows in Unity

01/2020 - 03/2020

Project manager of digital applications (working student)

ad modum GmbH | Agentur für Kommunikation, Potsdam

Technical realization of the VR project "House of Change" (visualization of a scientific concept), technical realization of the web project "EWPWimmelwelt" (online media project that connected various illustrations)

Hard skills

3D software	Unity	● ● ● ● ● ○	Esp. data visualization and VR
	Blender	● ● ● ● ○ ○	Esp. preparation of CAD data, rigging of machines, automation
	Pixyz Studio	● ● ● ○ ○ ○	
Programming	C#	● ● ● ● ● ○	Esp. scripts for automation in Blender
	Python	● ● ● ○ ○ ○	
Frameworks	.NET	● ● ● ● ○ ○	
Version control	Git	● ● ● ● ● ○	
Databases	PostgreSQL	● ● ● ○ ○ ○	
Geoinformation	QGIS	● ● ● ● ● ○	
Layout / UI / Concept	Affinity Publisher	● ● ● ● ● ○	For cost reasons, I have now switched both professionally and privately from Adobe CC to Affinity
	Affinity Designer	● ● ● ● ○ ○	
	Affinity Photo	● ● ● ○ ○ ○	
	Adobe XD	● ● ● ● ○ ○	Esp. click prototypes
	Adobe Illustrator	● ● ● ○ ○ ○	
	Adobe InDesign	● ● ● ○ ○ ○	
Audio / Video	DaVinci Resolve	● ● ● ● ○ ○	Esp. short product and explanatory videos
	Adobe Premiere	● ● ● ○ ○ ○	
	Adobe Audition	● ● ● ○ ○ ○	Esp. audio book production
	Studio One	● ● ○ ○ ○ ○	
Web	WordPress	● ● ● ● ○ ○	
	HTML / CSS	● ● ● ○ ○ ○	
	Bootstrap	● ● ● ○ ○ ○	
Office	MS Office	● ● ● ● ● ○	Including developer tools
Languages	German	● ● ● ● ● ●	
	English	● ● ● ● ○ ○	

Soft skills

I am an open-minded person without fear of contact, for whom initiative, discipline and commitment are a matter of course. I find it easy to motivate and convince others and to encourage teamwork. But better let others speak for me: Just take a look at [my current job reference](#).

Studies

Computer Science **Bachelor (completed 2020, final grade: 1.6)**
Brandenburg University of Applied Sciences
Focus on "Digital Media", Bachelor thesis with the topic "Following Mia - Immersion, Attention and Storytelling in Virtual Environments"

Biology **Bachelor (completed 2015, final grade: 1.9)**
Carl von Ossietzky University Oldenburg
Main focus "Evolutionary Biology" and "Vector Ecology", Bachelor thesis with the topic "A bit of black and white - a methodical study about the emergence of Culicoides (Diptera: Ceratopogonidae)"

My initial studies in the field of natural sciences have shaped my working methods to this day, even though I am no longer active in this field of activity. A methodical, comprehensible approach, good documentation and a professional focus are essential for me.

Experience abroad

12/2017 **Student exchange „International Media Camp“**
SWPS University of Social Sciences and Humanities, Poznań (Poland)
Short film project with focus on sound design and foley

12/2016 **Student exchange „International Media Camp“**
University of the West of Scotland
Audiobook project about different myths of Scotland and Germany

02/2015 - 06/2015 **Humanitarian project in South America**
Guyana
Language stay (English) for several months, help with the organization of a well construction project, teaching in the local school, conducting IT courses for local residents

Voluntary commitment

Several years of experience as a student council member, several months as a mentor for foreign students, 2017 - 2022 designer and administrator of the association website www.bogensport-brandenburg.de

Private interests / hobbies

I am also enthusiastic about IT, media and technology in my private life, with the areas of artificial intelligence and 3D printing currently being of particular interest to me. Away from the digital, I find my balance in the Pen&Paper area, where I lead several groups. In addition, I do sword fighting and archery and admin a variety of podcasts and (audio) books.