

# Felix Kroischke

Specialist for C#, Unity, Blender and media design

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## In a few words

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I am an experienced software developer who is familiar with both front-end and back-end and who is able to quickly familiarize himself with new specialist areas - even outside of programming. I take an interdisciplinary approach to problems and focus on robust and if necessary pragmatic solutions as well as modular code.

## Work experience (of the last few years)

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11 / 2023 until

### Senior Software Developer

GroovIT GmbH, Berlin

today

Technical realization of the serious game "Drum Revolution", conception and implementation of UI / UX, creation of a team-internal level editor, setup and support of the Git-based data exchange in the team, setup of a largely automated build pipeline to Steam, setup and management of Steamworks, participation in fairs

04 / 2021 until

### Project engineer for 3D visualizations

NTI Deutschland GmbH, Berlin

09 / 2023

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

07 / 2020 until

### Unity Developer

iXtenda GmbH, Berlin

03 / 2021

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 the automation and optimization of workflows in Unity

01 / 2020 until

### Project manager for digital applications

ad modum GmbH | Agentur für Kommunikation, Potsdam

03 / 2020

Technical realization of the VR project "House of Change" and the web project "EWPWimmelwelt"

04 / 2019 until

### Responsible for R&D and digital applications (working student)

ad modum GmbH | Agentur für Kommunikation, Potsdam

12 / 2019

Conception of the VR project "House of Change", conception of brand architectures and corporate identities, app conception, research and information processing

## Hard Skills

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<b>3D-Software</b>	Unity	● ● ● ● ● ●	Esp. data visualization and VR
	Blender	● ● ● ● ○ ○	In particular preparation of CAD data, rigging of machines, automation
	Pixyz Studio	● ● ● ○ ○ ○	
<b>Programming and frameworks</b>	C#	● ● ● ● ● ●	Most recently mainly automation in Blender
	.NET	● ● ● ● ● ○	
	Python	● ● ● ○ ○ ○	
<b>Version control</b>	Git	● ● ● ● ● ○	
<b>Databases</b>	PostgreSQL	● ● ● ● ○ ○	Esp. in the context of geoinformation systems and data visualization
<b>Layout / UI / Conception</b>	Adobe XD	● ● ● ● ○ ○	Esp. click prototypes
	Adobe Illustrator	● ● ● ○ ○ ○	For cost reasons, I switched from Adobe CC to Affinity both professionally and privately
	Adobe InDesign	● ● ○ ○ ○ ○	
	Affinity Photo	● ● ● ○ ○ ○	
	Affinity Designer	● ● ● ● ● ○	
	Affinity Publisher	● ● ● ● ● ○	
<b>Audio / Video</b>	Adobe Audition	● ● ● ○ ○ ○	
Studio One	● ● ○ ○ ○ ○		
	Adobe Premiere	● ● ● ○ ○ ○	Esp. short product and explanatory videos
	DaVinci Resolve	● ● ● ● ○ ○	
<b>Web</b>	HTML / CSS	● ● ● ○ ○ ○	I have designed, implemented and maintained various websites in the past, including my own: <a href="http://www.felix-kroischke.de">www.felix-kroischke.de</a>
	Bootstrap	● ● ● ○ ○ ○	
	WordPress	● ● ● ● ● ○	
<b>Geoinformation</b>	QGIS	● ● ● ● ● ○	
<b>Knowledge management</b>	Obsidian	● ● ● ● ● ○	
<b>Languages</b>	Englisch	● ● ● ● ○ ○	My preferred working language
	German	● ● ● ● ● ●	

## Soft Skills

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As a former scientist, I am used to thinking in a structured way and working efficiently. Apart from that, my main strength lies in my communication skills: Spontaneous, free speech and presentations come just as easily to me as exchanges with customers and colleagues. I can convince and inspire others, and my very good feel for language also helps. I also have a keen eye for typography, layouts and UI / UX.

## Studies

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### **Computer science Bachelor** (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** (final grade: **1,9**)

Carl von Ossietzky Universität Oldenburg

Focus on “Evolutionary Biology” and “Vector Ecology”, Bachelor's thesis with the topic “A bit of black and white - a methodical study about the emergence of Culicoides (Diptera: Ceratopogonidae)”

My biology studies still shape the way I work today, even though I am no longer active in this field. A methodical, comprehensible approach, good documentation and a professional focus without personal sensitivities are essential for me.

## Experience abroad

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12 / 2017

### **Student exchange “International Media Camp”**

SWPS University of Social Sciences and Humanities, Poznań (Poland)

Short film project with a focus on sound design and Foley

12 / 2016

### **Student exchange “International Media Camp”**

University of the West of Scotland, Schottland

Radio play project on various myths of Scotland and Germany

02 / 2015 until

### **Humanitarian project in South America**

Guyana

06 / 2015

Language course (English) lasting several months, help with the organization of a well construction project, teaching at the local school, IT courses for local residents

## Voluntary work

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During my studies, I was a student council member for more than three years and later a mentor for foreign students for six months. At the same time, I was also the designer and administrator of the association website [www.bogensport-brandenburg.de](http://www.bogensport-brandenburg.de). I am currently not active as a volunteer, as the various pen & paper groups I run take up a large part of my free time (see below).

## Private interests / hobbies

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Outside of work, I try to find a good balance between physical and creative activities - on the one hand, historical swordplay and archery, and on the other, pen & paper, where I run several German and English-speaking groups. For these groups, but also out of general interest, I am currently also increasingly involved in the fields of 3D printing and generative AI. Finally, the last big part of my free time is taken up by podcasts and further training - currently on the subject of the Unreal Engine / C++.

Have I sparked your interest? Then write me!

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