



HOLGER KÜRTE

Software Developer

PERSONEL DATA

*16.06.1987 in Cologne, Germany

CONTACT INFO

Im Bruchfeldchen 19-21
50129 Bergheim
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+49 2238 / 949519
+49 1515 / 4760468

WEBPAGE

hk-interactive.com

PORTFOLIO

portfolio/hk-interactive.com

SKILLSET

Unity ●●●●

C# ●●●●

Unreal Engine 4 ●●●●

C/C++ ●●●●

LANGUAGES

German ●●●●

English ●●●●

French ●●●●

Spanish ●●●●

- 7 ½ years of experience with Unity (since Unity 3.5.6)
- 9 published projects with Unity and one project with Unreal
- 4 unpublished projects (3 Unity + 1 Unreal)
The publication of these projects is planned for this year.
- Support in the development of further 6 published Unity projects
- Participation in 13 game jams as individual and as part of a team

RESUME

PROFESSIONAL EXPERIENCE

2019 – Heute

SoftVR GmbH

Lead VR-Developer

- Development of VR and AR applications for the areas of edutainment and trade fair events
- Project management including customer support and concept development
- Team leadership and sprint planning
- Mentor for trainees and working students

2018 – 2019

Encurio GmbH

Game-Developer

- Network Systems (Client and Server)
- Gameplay
- Game Design & Project planning

2015 – 2018

HK Interactive UG (haftungsbeschränkt)

Self employment

- Continue of my freelance work
- Independent game development

2012 – 2015

Freelancer

- various projects in software development during my time at university

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EDUCATION

2006 - 2014	University of Cologne Study of physics
2003 - 2016	Erfthgymnasium der Stadt Bergheim General University Entrance Qualification
1997 - 2003	Albert-Einstein-Realschule der Stadt Bergheim General Certificate of Secondary Education
1993 - 1997	Gemeinschaftsgrundschule Sinthern/Geyen

ADDITIONAL SKILLS AND KNOWLAGE

Languages	German, native language English, fluent spoken and written French, basics Spanish, basics
Programming Languages	C#, C/C++, Lua, Python, HTML, Java, PHP
Shader Languages (basic knowlage)	OpenGL, GLSL, HLSL & Cg
Version Control	Git and Plastic SCM
Task Management	Jira, Monday, Trello and hacknPlan
Tools	Visual Studio, Eclipse, Adobe Photoshop, After Effects & Illustrator, Gimp, Cinema 4D, Blender, Substance Designer & Painter, Audacity and Articity Draft
IT/EDV	Microsoft Office, Google Suit, Latex, CMS Joomla, Linux
Driver's License	Class B
Hobbies (sport)	Golf, Football
Hobbies (other)	History and Video Games

Bergheim, 21.05.2020