



# HOLGER KÜRTE

## Software Developer

- 9 years of experience with Unity (since Unity 3.5.6)
- 13 published projects with Unity and 2 projects with Unreal
- 3 unpublished projects with Unity
- Support in the development of further 6 published Unity projects
- Participation in 13 game jams as individual and as part of a team

### PERSONEL DATA

\*16.06.1987 in Cologne, Germany

### CONTACT INFO

Im Bruchfeldchen 19-21  
 50129 Bergheim  
 hkuerten@hk-interactive.com  
 +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 ●●●●

## RESUME

### PROFESSIONAL EXPERIENCE

- 2021 – Reality Twist GmbH  
**Senior Game Developer**
- Development of 2 prototypes for mobil
- 2019 – 2021 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 <b>Study of physics</b>
2003 - 2016	Erftgymnasium der Stadt Bergheim <b>General University Entrance Qualification</b>
1997 - 2003	Albert-Einstein-Realschule der Stadt Bergheim <b>General Certificate of Secondary Education</b>
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, 29.11.2021