

CV OF CHRISTIAN ZIMMERMANN

Education

- 2014-2016** DTU, MSc. Computer Science and Engineering + teaching assistant in a game prototyping course
- 2014** DADIU programmer on *Derpy Dolphin* and *Greedy Grablins*
- 2010-2014** DTU, BSc. Software Technology + teaching assistant in two introductory programming courses

Favourite courses I've attended were on algorithms and datastructures.

Latest projects @ road.itch.io

- 2016** Junction, a tool for making roads in video games.
- 2015** ARRPG, a mobile wifi-local multiplayer pirate game.
- 2014** Super Magneto Kart, a puzzle car game.
- 2014** Math game for kids developed with a 4th grade teacher.

As is hopefully apparent from my projects I have an interest in AI, tools, network, physics and graphics programming. Code architecture is not so visible, but is an area I focus a lot of time on.

The latest projects have all been built in Unity of which I have 3+ years of experience.

Me

Runner, rider of bikes, trail wanderer. Obviously I love playing games – but making them is even better.

Catch me @ kliplapper@gmail.com