

Sebastian Pfeiffer

Recent graduate of computer science with experience in small team game projects looking for a role where I can continue to grow and learn from other team members. Eager to apply my programming and problem solving skills to help create the future of video games.

Education

2016 - 2021

Bachelor of Science

Trier University Of Applied Science, *Trier*

Field of Study: Computer Science – Digital Media and Games

Relevant courses:

- ❖ C/C++ Programming
- ❖ Game Programming (C#)
- ❖ Game Console Programming (C++)
- ❖ AI For Games
- ❖ Linear Algebra

2013 - 2016

Abitur

August-Griese-Berufskolleg, *Löhne*

Specialisation: Computer Science & Engineering

2007 - 2013

Secondary School Certificate

Gymnasium Am Markt, *Bünde*

Contact Details

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LinkedIn

[linkedin.com/in/pfeiffer-sebastian](https://www.linkedin.com/in/pfeiffer-sebastian)

Portfolio

sebastianpfeiffer.eu

Professional Skills

C/C++

C# & .NET

Python

Unity Engine

Unreal Engine

Personal Skills

Logical Problem Solving

Adaptability

Language Skills

German: *Native*

English: *Fluent*

Interests

Games

Movies

Football & Formula 1