



Julian Julian

Student, Game Developer

Munich, Germany

As a highly motivated and passionate game developer, I am currently pursuing a major in *Informatics: Games Engineering* at the Technical University of Munich to study more about game development. I possess strong programming skills and excellent knowledge of the Unity game engine with more than 3 years' experience. In addition to my solid grasp of Unity, I also learned the basics of using Unreal Engine, Firebase, Spring Boot, and MongoDB. Along with that, I also have a foundational knowledge of 3D modeling using Blender, shaders, and visual effects with some experience. My game prototypes can be found on my website.

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 [Julian Julian](#)

 [Website](#)

Education

Oct 2020 - Present

B.Sc. Informatics : Games Engineering

Technical University of Munich

Extracurricular Activities

Germany Language School

Apr 2019 - Jul 2019

Hartnackschule Berlin, Germany

Workshop

Nov 2022

MongoDB Atlas & Google Cloud Europe Roadshow

DemoDay TUM

Feb 2023

TUM Wintersemester 2022/2023

Udemy Course

Apr 2020

C# Unity Game Developer 2D

Udemy Course

May 2020

C# Unity Game Developer 3D

Udemy Course

Aug 2020

RPG Core Combat Creator: Learn Intermediate Unity C# Coding

Language

Indonesian (Native)

English (Advance)

German (Advance)

Main Skills

Unity

Blender

MongoDB