

## Job Request dated from 03/31/2015

## Unity-Developer looking for job in Berlin

Name:	Dominik Michalke

Age: 29

Residence: 10243 Berlin



Contact	
E-mail:	h.weber32[at]gmx.de
Description	
Type of employment: Entry date: Place of work: Salary Expectation:	Part-time immediately Berlin Verhandelbar
Dominik, 29 years, Dipl.Ing freelancer job as <b>Unity-Sc</b>	g.(FH) looking for a part-time job (50-60%) or eripter in Berlin.
created several script asse and concluded several indic	Assets and Indie Developer, I ts for the asset store ( <a href="http://bit.ly/Assetstore7030">http://bit.ly/Assetstore7030</a> ) and designed apps. This includes the layouting, development, he publishing in different appstores (Google Play, App Store,

## **Qualifications:**

- good coding skills in Unity 3D (C#) in the (mobile) gaming scope by creating several mobile applications and script packages for the Unity Asset Store
- graphic design, layouting (Adobe CS6 Photoshop, Adobe Illustrator, Adobe InDesign)

I would be glad to find work in a gaming company as scripter with over one year of

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experience in C# scripting in Unity.





- 3D-modeling (Blender, Terragen 1 and 2)
- particle design (ParticleDesigner 1 and 2 for Cocos2D, Shuriken Particle System (Unity 3D))
- level design (Worldcraft, Unreal Editor, Unity 3D, Tiled for Cocos2D, etc.)
- video editing (Adobe CS6 Premiere, After Effects), creation of small promo videos to promote apps
- general data handling (TexturePacker, SpritePacker, GlyphDesigner, PhysicsEditor, PList-Editor)
- very strong audio skills, sound creation, game music creation (FL Studio, Ableton, Cubase, Wavelab, etc.)
- publishing (union of assets and codes in Unity3D to a product/app, integration of plugins (prime31, Unibill, etc.) for social features, in app purchases, game center/google play games and ads (Google AdMob, AdBuddiz), experienced dealing with stores (App Store, Google Play, Samsung Apps, Amazon Appstore, Nokia Appstore)

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