

PATRICK WINKELHOLZ

GAME DEVELOPER

+49 175 1162977

patrick.winkelholz@gmail.com

Leipzig, Germany

PatrickWinkelholz.com

linkedin.com/in/patrick-winkelholz

github.com/PatrickWinkelholz

ABOUT ME

I am an aspiring game developer from Germany with a passion for XR technology and gameplay programming.

In my free-time I like to work on personal projects or to take my mind off my work by playing the piano or the guitar.

PROJECTS

Mr. Pumpkin's Potionary (Unity)

This VR game is the result of an 11 week long group project carried out by a team of 5 students at Howest DAE. I was responsible for the ingredient and scoring systems and other gameplay elements. The game reached the finalists in the 'Immersive Media' category of the **Rookies Awards 2020**.

Slip 'N Dip (Unity)

This game was created during a 3 day game jam at Howest DAE. In my team of 8 students I was responsible for implementing various gameplay elements and the dynamic melting & breaking of the ice pieces.

The game received the most votes among it's 14 competitors and was later self-published to Steam after some reworks.

Castle-Brawl (C++)

I created a remake of Nintendo's 'Super Smash Brothers' in the Direct3D powered Overlord engine, an inhouse engine owned by Howest DAE.

EDUCATION

2017 - 2020

Bachelor of Digital Arts and Entertainment

Game Development major
at Hogeschool West-Vlaanderen, Kortrijk

2009 - 2017

Abitur

at Helmholtz-Gymnasium Bonn

2014

Trainee Certificate

(youth worker education)
at the YMCA Bonn

SKILLS

PROGRAMMING

- C++ (proficient)
- C# (proficient)
- Java (familiar)
- HLSL / CG (familiar)

SOFTWARE

- Visual Studio
- Unity & Unreal Engine 4
- Git & Perforce
- OpenGL & DirectX SDK
- 3DS Max & Blender
- Adobe Photoshop
- Microsoft Office

HARDWARE

- Microsoft HoloLens
- Various VR Headsets

LANGUAGES

- German (native)
- English (bilingual)
- French (conversant)

OTHER

- Driving license B