

# Theresa Treimer

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## Knowledge and Interests

<b>Programming</b>	Unity	good
	C#	good
	C/C++	extended basic knowledge
	HTML & CSS	extended basic knowledge
	ASP.NET & Blazor	basic knowledge
	<b>Software</b>	Blender
	Ableton Live Lite	basic knowledge
	Microsoft Office	extended basic knowledge
	LaTeX	good
	Git	good
	Gitlab/Github	extended basic knowledge
	Docker	basic knowledge
<b>Languages</b>	German	native
	English	fluent
<b>Interests</b>	board games, video games, music, saxophone, sewing	

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## Education

<b>since 2019</b>	<b>Julius Maximilians Universität, Würzburg</b> Bachelor Games Engineering <ul style="list-style-type: none"><li>• 3D Modeling</li><li>• Unity Development</li><li>• User centered engineering</li><li>• Computer graphic</li></ul>
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## Experience

<b>07/2016</b>	<b>School Internship Software Development, newCOMer GmbH, Viechtach</b> <ul style="list-style-type: none"><li>• C#</li><li>• Game prototype without an engine (turn based tile based combat)</li></ul>
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