



# Alexandra Nieradzik

 Cologne, Germany

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## Profile

A highly creative, determined and adaptable Game Programmer with special interest in everything that intersects with art and design, such as Graphics Programming, Gameplay Programming and Technical Art. Throughout my studies, I have acquired an extensive generalist skillset and worked on multiple student projects with culturally diverse, international teams. Working towards a shared vision with enthusiastic and talented individuals is what inspires me the most.

## Skills & Technologies

### Programming Languages

C++, C#, HLSL

### 3D Computer Graphics

DirectX11, OpenGL,  
Graphics Debugging (RenderDoc)

### Game Engines

Unity Engine, Unreal Engine 4

### 3D Art Production

Blender, Maya, ZBrush,  
Substance Designer, Substance Painter

### Other Technical Skills

Version Control (Git), Visual Studio, Adobe  
Photoshop

### Languages

English (fluent), German (native)

- Graphics Programming
- Gameplay Programming
- Network Programming for Games
- Accustomed to Scrum / Agile Development
- Strong communicator and collaborator in cross-disciplinary teams

## Academic Background

### Bachelor of Digital Games

2018 - 2022 | Cologne Game Lab, Germany

Specialization in Game Programming | Grade Achieved: 1,5

Relevant Subjects:

- Game Programming
- Media Studies
- Sound Design
- Game Economics

### BSc Computer Games Technology

2020 - 2022 | Abertay University Dundee, Scotland

Visiting student as part of the ERASMUS+ programme

Modules:

- Graphics Programming & Shaders (DirectX11)
- Procedural Methods
- Applied Mathematics II
- 3D Art Production
- Game Mechanic Development
- Networking Systems for Game Development

## Working Experience

### Unity Workshop Instructor

Oct 2022 | sk-stiftung Cologne, Germany

Throughout a week, I taught teenagers between the ages of 13 to 16 how to build their own 2D platformer game in Unity. The students learned how to navigate Unity, produce their own assets and how to integrate them into the engine.

Different aspects of this course included:

- Preparing a set of presentations and a Unity project to use as a starter template
- Introducing the students into the vast field of Game Development
- Instructing students how to create simple pixel art, animations and sound effects
- Simple Level Design activities using tilemaps in Unity
- Assisting students when questions or errors occur

### Programmer for [Maschinenklangwerk](#) Nov 2021 - March 2022 | Cologne Game Lab, Germany

*Maschinenklangwerk* is an interactive soundscape with light effects installed for the FUTUR21 festival at the museum Gesenkschmiede Hendrichs in Solingen, Germany.

My responsibilities on this project were:

- Concepting and pitching the game to the client
- Budget planning and tech advising for the installation on-site
- Implementing tools for designing lighting effects and animations in Unity
- Q&A testing and assisting with UI design for the mobile app

### Voice Actor for [Welten der Werkstoffe](#)

Aug - Oct 2020 | Cologne Game Lab, Germany

*Welten der Werkstoffe* is an educational point-and-click adventure used for teaching material sciences at the University of Applied Sciences Cologne, Germany.

- Providing clear, engaging voice over for the player character of the game across 10 levels
- Working in close collaboration with the game designer and sound editor at the sound studio

The game has been awarded with the [Deutscher Computerspielpreis](#) (2021) in *Serious Game*

## Other Achievements

### Scholarship Holder

2018 - 2022 | Studienstiftung des deutschen Volkes

The German Academic Scholarship Foundation is Germany's largest, oldest and most prestigious scholarship foundation. It currently supports approximately 0.25 percent of university students in Germany. It promotes future excellence in the areas of science, business, public administration, and the arts.

## Interests

- 2D and 3D Art
- Painting
- Martial Arts (Kickboxing / Taekwondo)
- Playing the Flute, Guitar and Ukulele
- Dungeons & Dragons
- Chess