

"Greatness is the product of the cumulative hard work of many."



Ansgar Jahn

Freelancer - Game Engineer



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About me

Ansgar is a dedicated programmer and software developer with a vibrant passion for games. He has the ability to pick up new tools, languages and software applications quickly though he currently specialises in the Unreal Engine 4. Ansgar works in the games industry since late 2014 with three released titles and another title near completion.

Skills

Unreal Engine 4

Autodesk Maya

Substance Painter

Ruby on Rails

Java

C++

Latex

Adobe Photoshop

lovely * enthusiastic * committed *
passionate * curious * random *

Embrace Your Limits

Experience

Games

- | | | |
|---------------------|--|--------------|
| since 04.02.19 | THQ Nordic GmbH - Game Developer
Core Programmer of an Unreal-based Game Project | Barcelona |
| 01.01.18 - 31.12.18 | Beyond Domains - Head of Research Development
Core Development of several VR Experiences and Administration and Implementation of the IT Infrastructure | Barcelona |
| 11.09.17 - 15.12.17 | Granola Studios - Game Developer
VR and AI development of the VR Experience "Marius" | Berlin |
| since 01.10.16 | Independant Game Development
Core Development of the Independent Game Project "Splendid Defense" | Barcelona |
| 01.11.15 - 31.09.16 | Freelancer - Core Programmer
PC/PS4 Game "Rayon Riddles - Rise of the Goblin King" | Hamburg |
| 15.08.15 - 31.10.15 | Freelancer - Main Programmer and Producer
Prototype PC Game Project "FlingAgain" | Hamburg |
| 01.02.15 - 31.06.15 | Freelancer - Programmer and Producer
Mobile Game Project "Fee im Zauberwald" | Braunschweig |

Related Experiences

- | | | |
|---------------------|---|-----------|
| 01.04.14 - 31.04.14 | Research Related Internship
Gesellschaft für Wissenschaftliche Datenverarbeitung | Göttingen |
| 01.10.13 - 30.09.14 | Administrator
Kunstgeschichtliches Seminar | Göttingen |
| 01.11.12 - 31.04.14 | Web Developer and Administrator
Neuroanatomy of the Department Anatomie | Göttingen |
| 06.10.12 - 23.12.12 | Research Related Internship
Medical Informatics of the University Medical Center | |
| 01.10.11 - 31.10.13 | Web Developer and Administrator
DFG-Research Group "Popular Seriality - Aesthetics and Practice" | Göttingen |
| 01.09.08 - 31.12.11 | Deputy Managing Director
Computer Service Blomeyer | Göttingen |

Education

- | | | |
|---------------------|---|----------------------------|
| 01.04.12 - 31.10.14 | M.Sc. Applied Computer Science
Thesis: "Integration von Platform as a Service basierend auf OpenShift Origin in eine virtuelle Cloud Umgebung"
Average Grade: 2.2 | Georg-August-Uni Göttingen |
| 01.10.08 - 31.03.12 | B.Sc. Applied Computer Science
Thesis: "Identity Management heterogener IT-Systeme am Beispiel eines Visualisierungs-Clusters"
Average Grade: 2.8 | Georg-August-Uni Göttingen |

Languages

German	Native Language	Japanese	A bit rusty
English	Fluent	Spanish	Constantly improving