



JHON SOMMER

GAME PROGRAMMER

With my bachelor's degree in game design, I'm a motivated student with a passion for video games and programming. I'd now like to gain further experience in addition to the theoretical knowledge I've acquired at university and in project work.

UNIVERSITY PROJECTS

○ BISCUIT AND BONES

Horror Puzzle Game, Unreal Engine 5

SS 2025 - Tech Lead

- Blueprints & C++
- Perforce

○ SOUND OF SURVIVAL

Rythmshooter, Unreal Engine 5

SS 2024 - Programmer

- Blueprints
- Perforce

○ SINPHONY OF HAMELN

Souls-/ Rouge-Like, Unreal Engine 5

WS 2023 - Programmer

- Blueprints
- Git Hub

PART-TIME JOBS

09 / 2024 - 02 / 2025

Mandatory internship - Temporal Dynamics, Munich

- Unreal Engine
- Debugging

05 / 2023 - 06 / 2024

IT Support - Bertrandt GmbH, Munich

- Customer support
- Installation of equipment
- Patching networks

2018 - 2023

Miscellaneous: Supermarket & gastronomy

HOBBIES

- Travel (Japan)
- Sport (Parcour)
- Digital drawing & painting

PROGRAMS

Visual Studio & Rider

Unreal & Unity

Git Hub & Perforce

MS - Office

PGAdmin4

EDUCATION

MEDIADESIGN UNIVERSITY, MUNICH

10 / 2022 – 03/2026

Gamedesign, Engineering, B.Sc.

HIGHSCHOOL IN ART, MUNICH

09 / 2018 – 07 / 2022

A-Levels

LANGUAGES

German - mother tongue

English - fluent

Japanese - intermediate

Spanish - beginner