

# 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



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[jhonsommer.de](http://jhonsommer.de)

## 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