

# Florian Wößner

Portfolio: [florianwoessner.de](http://florianwoessner.de)



## Contact

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Trier, Germany

## Skills

- Coding
  - C#, C++, Unity, Unreal, Blueprint, Java, JavaScript, PowerShell, OpenGL, SQL,
- Software Development
  - Gameplay Systems, AI, Tool development, Computer Graphics, Web Technologies, Design Patterns, SOLID
- Project Management
  - Jira, Confluence, Git
- Soft Skills
  - Motivated, team player, eager to learn, proactive, responsible
- Languages
  - German - Native Speaker
  - English - Fluent Speaker

## About Me

Aspiring game developer with robust experience in AI development and gameplay systems. Dedicated to creating immersive and interactive experiences. Eager to expand knowledge and collaborate effectively within team settings, with a commitment to developing modular and sustainable game systems.

## Education

- B. Sc.: Computer Science with specialization in games (September 2021 – Now)
  - Trier University of Applied Sciences
- University entrance qualification in computer science (September 2015 – June 2018)
  - Berufskolleg Technik Remscheid

## Projects

- BOB - Battler Of Bots (April 2024 – Now)
  - Developing a rogue-lite third-person shooter in Unity
  - Implementing core gameplay features (Abilities, Movement, Stat System, Save & Load System)
  - Designing and coding enemy AI behaviors
  - Collaborating with a team of 6 people
- Combat System in UE5 (October 2024 – Now)
  - Developing an advanced, animation-independent combat system in Unreal Engine 5
  - Implementing core combat mechanics using C++ and the Gameplay Ability System
- Stripification Tool (April 2024 – Juli 2024)
  - Developed a tool for optimizing 3D model rendering efficiency
  - Utilized C++ and OpenGL
  - Designed and coded a triangle stripification algorithm to optimize mesh topology
- Storyteller (October 2023 - February 2024)
  - Unity-based game prototype
  - Implemented core dungeon mechanics and enemy AI behaviors
  - Collaborating with a team of 6 people

## Work Experience

- IT specialist in application development – TKM GmbH (September 2018 – January 2021)
  - PowerShell scripting
  - Writing Confluence macros in JavaScript
  - Creating Visual Basic add-ins for Microsoft Office
  - Active Directory, Confluence and Jira administration
  - Client and server management (LANDesk)