

-ÜBER MICH-

For 4 years I have been learning game development at the HTL Spengergasse.

In numerous projects there I learned Unity as a tool and programming in C#.

The other important part of the education was 3d design, in Blender, mixed with some audio and 2d art in **Photoshop**. Illustrator and Figma.

At LOYTEC and MAK, my programming skills were also challenged in other areas, like networking.

In addition to school, I taught myself web development and graphics programming. Topics that were later applied to various services.

-KONTAKT-

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KONRAD HAPKE

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EDUCATION —

2010-2014 primary school

Lutherschule, 1180 Vienna, Schumanngasse 17

2014-2018 secondary school

BRG 18, 1180 Vienna, Schoppenhauerstraße 49

since 2018 higher technical school for media design

HTBLuVA Wien 5, 1050 Vienna, Spengergasse 20

EXPERIENCE -

2018

Practical Days at Trafo Architektur Kirchmavr und Nöbauer GesbR., Vienna

- Working on an architectual project as a team
- 3d-modelling in AutoCAD
- Designing an environment model for a planned project

2020

Internship bei LOYTEC electronics GmbH., Vienna

- Softwaredevelopment with C# in WPF
- Designing an interface for establishing connections with automation devices
- implementations of TCP connections to Linuxdevices

spring 2022

Search Engine Optimization for MCH Media Consulting & Holding GmbH., Vienna

- Optimization of the project structure for better indexing
- Keyword optimization
- Performance optimizations, like the implementation of caching

summer 2022

Browser-Game against Fast-Fashion for the MAK., Vienna

- Gamedevelopment in Unity
- 3d modelling in Blender
- Interactions between players using a Node server

— SKILLS -

Unity (Game-Dev)

4 Jahre practical experience mit Unity, 2d & 3d Programmierung in C#

Vulkan, WebGPU (Graphics programming)

Low-level implementation of simulations Programmierung in C++ & Rust

3d in Blender & Substance Painter (Design)

Creations of 150 Daily-Renders Game-ready-assets

2d in Figma, Photoshop & Illustrator

2d-graphics for Unity-Games Website-Designs

React, Svelte, WebAssembly (Web)

HTML, CSS, TypeScript, Javascript, Wasm in Rust