



Thomas Christian Beck

Programmer

Video Game have been my greatest passion since my childhood. I recently graduated with my Bachelor of Digital Arts and Entertainment with a Major in GameDevelopment at the Hogeschool West-Vlaanderen. I am currently looking for an oportunity to enter the Game Industry.



Skills

C++

2.5 Years experience with STL

C#

1.5 Years experience with Unity

HLSL

1 year experience

GLSL

1 year experience

3DS Max

Basic Modeling + Rigging

PhotoShop

PBR based Texturing



Formal Education

2014 - Jan. 2018

**Bachelor in Digital Arts and Entertainment
Major in GameDevelopment
Hogeschool West-Vlaanderen (HOWEST)**

8500 Kortrijk
Belgium

2011 - 2014

**Abitur
Wirtschaftsgymnasium Theoder-Heuss-Schule**

72764 Reutlingen
Germany

2006 - 2011

**Mittlere Reife
Gustav-Mesmer-Realschule**

72525 Münsingen
Germany



Work Experience

2017-Jan. 2018

**Programing Intern (1 Semester)
Digitalmindsoft e.K.**

2013

**Assembly Line Worker Part-Time
Presse-Grosso Kossmann & Fergg KG**

2011 - 2012

**Newspaper Deliverer
Alb Bote SüdWest Presse**



General Information

Nationality

German

Date of Birth

05/08/1995

Gender

Male

Hobbies

Movies
Fantasy Novels
CardGames
FightingGames



Languages

German

Native

English

Fluent

Spanish

Basic

Portuguese

Basic

Contact

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