

Curriculum Vitae - Finn Wiskandt

Day of Birth: 5.11.2001
Nationality: German
E-Mail: finnwickandt@motion-games.de

Languages

- German (Native)
- English (B1-C2)
- Latin (Latinum)

Hobbies

- Programming
- Member of E-Sport Team (R6: Siege)
- Story writing

Programming Skills

Advanced

C, C++, C#, Java, Unity

Intermediate

Java, SQL, Unreal

Fundamentals

Assembly, Python, HTML, CSS

Portfolio / GitHub / LinkedIn

<https://www.motion-games.de/portfolio-finn-wiskandt/>

<https://github.com/JediKnight122>

<https://www.linkedin.com/in/finn-wiskandt-63b746249/>

Awards

- **Scholarship**
("Deutschlandstipendium")
- **"Ferry-Porsche-Preis"** ("Price for excellent performances in Mathematics and Informatics")
- **"Scheffelpreis"** ("Price for excellent performances in German and literature")

Education

2021 – now
University of Applied Sciences Kempten,
Bachelor of Science: Computer Science: Game Engineering (Ø 1.23)

2018 – 2021
Gymnasium Louis-Lepoix-Schule: Abitur ("A-Level") (Ø 1.0)

Game Development Experience



MOTION GAMES

Motion Games

- Founding of a small **business** in 2020
- Development of a **commercial DLC** for OMSI-2 in cooperation with a professional publisher -> Creation of a 62.4 square kilometers big, realistic map
- Development of several **Videogame-Prototypes** in Unity Engine (Including the usage of voice-controls)
- Development of a Sci-Fi Pong Game for Android
- Design of an Impact Game Concept in Cooperation with the Franco-German-Youth-Association to raise political awareness for environmental protection.
- Participation in **Workshop** Videogame monetization focused on F2P Mobile Games
- **Internship** as 3D-Level Designer for creating realistic environment based on European cities at „TML-Studios (Unreal Engine, Tourist Bus Simulator / The Bus)
- Writing of a **seminar paper** with the topic **"Artificial Intelligence** in Video Games: A Substitute for Human Players?"
- Experience as **Beta Tester** for videogames and modifications
- Creation of **Modifications** for videogames for over 8 years

Additional Work Experience

- Tutor for Programming in C++
- Tutor for Algorithms and Data Structures

As a tutor, I helped students in completing their tasks, explained programming concepts, and checked homework assignments.

Social / Voluntary Work

- Student representative in the University Senat and Convention since 2022
- Class representative in the Gymnasium
- Member of Youth German-Red-Cross as School-Paramedic
- Support Agent and Forum Moderator for PeDePe GbR
- Beta Tester for PeDePe GbR