

Kerstin Hofer

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Game Developer and Computer Vision Enthusiast

equipped with knowledge about developing game projects in both Unity and Unreal. Further experience in engine development including physics and graphics programming as well as developing AR/VR applications and deep learning for geometry processing and computer vision.



Education

- 2012 – 2016: BORG Mittersill
- Degree: A-levels
 - Specialisation: artistic-creative
- 2017 – 2020: University of Applied Sciences Salzburg
- Degree: Bachelor of Science
 - Specialisation: Game Development
- 2020 – 2023: University of Applied Sciences Salzburg
- Degree: Master of Science
 - Specialisation: Game Development

Work Experience

- 2019: Internship Spinor GmbH, Munich, Germany
- 6-month internship
 - Tasks included preparing and realising the containerisation of the Shark3D Engine using Docker and Kubernetes as well as their deployment on a cloud service provider
- 2019 – 2021: Working Student Spinor GmbH, Munich, Germany
- Tasks included furthering the deployment of the containerised Engine on a cloud service provider

Personal Info

Wald 96
5742 Wald im Pinzgau
Austria

Date of birth: May 8th, 1998
Nationality: Austrian

Skills

- C++
- C#
- Unity Engine
- Unreal Engine 4
- Python
- PyTorch & PyTorch Lighting
- Docker and Kubernetes

Languages

- German
- English