

Oliver Sradnick

Game Engineer

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Projects

Purify — PC 2019-2020, [Homepage](#)

Roguelike deckbuilding game, in which the players have to optimize their card deck.

Roles : Gameplay and Editor Programmer , Tech Art
Engine / Languages : Unity, C#

- Implemented MessagePack for serialization process
- Used Extenject for dependency injection
- Written different shader
- Created different Editor's to extend game content easily
- Developed simple to use Game Architecture

Gravity Combat — PC 2019 , [Homepage](#)

Fast paced Multiplayer Arena Shooter, in which the players fight against each other in a space station.

Roles : Gameplay and Tool Programmer
Engine / Languages : Unity, C#, Powershell, Go

- Implemented Photon Pun 2 for Multiplayer
- Used Inverse Kinematic to create Animations
- Improved Network traffic with simple compression and sending input
- Implemented core based on MVC
- Written a build pipeline to automate packing, uploading, version control

Full Metal AI — PC 2018-2019, [Homepage](#)

A fast paced Twin Stick Shooter, in which the user controls a robot in a post apocalyptic machine world, and fights of endless waves of enemies.

Roles : Gameplay and Tool Programmer
Engine / Languages : Godot, GDScript, C#

- Implemented AI, Wave System , Weapon System , online scoreboard
- Implemente Threading to improve AI performance
- Integrated a system to add new game modes using csv files
- Created a tool for Game Designer to balance the game

for more technical informations check out my Github profile
www.github.com/sradnickdev

Portfolio

www.sradnickDev.de
www.github.com/sradnickdev

Softskills

Teamplayer
Adaptable
Solution-oriented
Organized
Proactive

Software

Unity 3D - advanced
Godot - advanced
Unreal - beginner
Git - intermediate
Tortoise HG - intermediate
Asane - intermediate
Slack - intermediate

Libraries

MessagePack - intermediate
Photon - intermediate
Extenject - intermediate

Languages

C# - intermediate
SQL - intermediate
C++ - beginner
PHP - beginner

Academic career

School for Games GmbH, Berlin — Game Engineer

Oktober 2018–Oktober 2020

- Programming in different languages
- Engines like Unity, Unreal, Godot
- Code Patterns and Structures
- Project Development
- Teamwork

TÜV Rheinland GmbH, Beeskow — Fachkraft im Gastgewerbe

Oktober 2007–August 2009

Professional career

Hotel Sylter Hof, Berlin — Barkeeper

Februar 2017– November 2018

- Guest care
- Place orders
- bankett , event preparations

Arcotel John F, Berlin — Barkeeper

August 2016–November 2016

- Guest care
- Team organisation
- Creating creative new drinks
- Teamwork

Steigenberger Hotel Berlin, Berlin — Barkeeper

Mai 2014–Mai 2016

- Guest care
- Creating creative new drinks
- Organize events
- Teamwork