

About Me

Ernst-Mach-Str. 14
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Austria

19th November 1994



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JaquelineWieland.github.io

Skills

C++	● ● ● ● ○
C#	● ● ● ○ ○
Unreal Engine 4	● ● ● ● ○
Unity	● ● ● ○ ○
Git & Perforce	● ● ● ○ ○
Virtual Reality	● ● ● ● ○

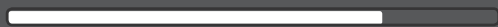
Software Design Pattern



Software Architecture



Algorithms & Datastructures



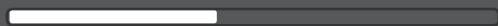
Computer Graphics



Computer Vision



Software Projectmanagement



Language

German native
English professional (C1)

Interests

video games, virtual reality,
programming, hiking

Jaqueline Wieland B.Sc.

Gameplay Programmer



Job Experiences

- **Game Programming Intern @ ForceFieldVR**
July 2016 – December 2016
Full-time internship
Part of Pitches & Prototypes Team
Development of several small experiences and games for VR devices in Unreal
Including: HTC Vive, Oculus Rift & Touch, GearVR, Google Daydream
- **IT Department @ Kaindl KG**
January 2016 – June 2016
Part-time beside studies
Development of several web applications to increase and simplify workflow. Used technologies: VB Script, HTML, CSS, PHP, MySQL, Javascript
- **Freelance Work - Programming @ Symbiosis - I.D.S.**
July 2014 – May 2015
Part-time beside studies
Creating VB scripts to increase workflow
Development of fully automated Excel applications to gather and evaluate data and create a variety of diagrams to present the results



Education

- **University of Applied Sciences Salzburg**
2014 – 2017
Major: Game Development and Augmented Reality
Degree: BSc - Bachelor of Science in Engineering
2016 – Scholarship for academic excellence
2016 – Technical scholarship for academic excellence
- **Secondary Technical Vocational College and Institute for Technology Hallein**
2009 – 2014
Department of Operating Computer Science and Industrial Engineering
2013 - Scholarship for academic excellence