

Theres Beatriz Buehler

Unity3D Software Developer

Thirst for knowledge regarding emerging technologies and driven towards creating new experiences



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SKILLS

Programming Languages
(C#, C++, Python)

Game Engines (Unity, UE4)

Agile Development

Continuous Integration

Mobile Development

UX Design

Creativity

Content Editing

Communication

Problem-solving

Customer-oriented

Empathy

LANGUAGES

English

Bilingual Proficiency

German

Native Proficiency

Spanish

Professional Working Proficiency

INTERESTS

Traveling

Diving

Music

Muay Thai

Tennis

Gaming

WORK EXPERIENCE

Senior Unity3D Software Developer

grow platform GmbH, A Bosch Company

Ludwigsburg, Germany

02/2021 - Present

grow is the Bosch internal incubator and the platform for start-ups and entrepreneurs

Achievements/Tasks

- Frontend and fullstack development
- Implementation of 3D space controls & input system
- Implementation of automated Unit testing environment

Unity3D Software Developer

grow platform GmbH, A Bosch Company

Ludwigsburg, Germany

02/2019 – 01/2021

grow is the Bosch internal incubator and the platform for start-ups and entrepreneurs

Achievements/Tasks

- Same as above

Unity3D Game Developer

Studio Fizbin GmbH

Ludwigsburg, Germany

03/2017 – 02/2018

An indie game development studio

Achievements/Tasks

- Tool Development, QA & Bugfixing for game "The Inner World - The Last Windmonk"
- Creating Mini Games, Supervising Interns, QA & Bugfixing for App "ElefantenApp"
- QA & Bugfixing for App "KiKANiNCHEN-App"

CERTIFICATES

IELTS Academic 8.0 (11/2018 - 12/2020)

PROJECTS

Eye Levitation (University of Media Stuttgart) 06/2018 - 08/2018

- VR & eye tracking Experience accompanying my bachelor's thesis
- Levitate, rotate & throw 3D objects with eye tracking controls

Rapture of the Deep VR (Filmakademie Baden-Wuerttemberg) 10/2017 - 04/2018

- VR & eye tracking underwater experience
- Winner of "Best Virtual & Augmented Reality Content" at Siggraph ASIA 2018 in Tokyo
- ACM Paper: Link

EDUCATION

Bachelor of Science, Computer Science and Media

University of Media Stuttgart

10/2014 - 02/2019

Stuttgart, Germany

Thesis

- "Levitation by Gaze — Three-dimensional Object Translation Solely Using Gaze Inside of a Head-mounted Display" – Mark: 1.0 (High Distinction)

Study Abroad Semester

University of Technology Sydney

03/2016 - 06/2016

Sydney, Australia