

# FELIX VOIGTLÄNDER

## CONTACT

[voigtlaender.felix01@gmail.com](mailto:voigtlaender.felix01@gmail.com)

[Portfolio](#)

[LinkedIn](#)

## EXPERIENCE

### [Island Bender Games](#) — Founding member

February 2020 - Present

- Planning, developing, and publishing a local multiplayer on [Steam](#)
- Managing a team of five students and freelancers
- Designing and prototyping mechanics, powerups, levels, and game loop
- Producing content and promoting them on [Reddit](#), [TikTok](#), [YouTube](#), and [Twitter](#)

### [IMA RWTH Aachen](#) — Student Assistant

August 2020 - September 2022

- Planning and developing 2D, 3D, AR, and VR applications in Unity
- Designing Serious Games
- Participating in meetings with industry partners

## EDUCATION

### [RWTH Aachen University](#) — Media Informatics Master

March 2023 - Present

### [RWTH Aachen University](#) — Computer Science Bachelor

October 2017 - April 2022

## PORTFOLIO

### [Island Bender](#)

- Self-published on [Steam](#)
- Planning and developing a local-pvp earth-bending game
- Leading and collaborating with a team of five hobbyists
- Designing and prototyping mechanics, powerups, and levels
- Producing content and promoting them on social media

### [Interactive Scenario Creation in VR](#)

- Rearrange and author node-based logic in virtual reality
- UI/UX design and development for VR
- Intuitive Interaction Systems: "Scene in Hand," "Uniform Scaling"

### [Edis Rehto](#)

- Planning and developing a narrative-horror adventure
- Collaborating with a team of nine people

### [MR Assembly Scenario VR](#)

- Planning and developing a VR experience in Unity3D
- Physics-based interaction and attachment system

## TOOLS

Engines

Unity 3D

Unreal (familiar)

Management

Notion

Miro

Trello

Discord

Git

GitHub/Lab

GitKraken/Fork

Art

Inkscape

Krita

Gimp

VR

XR Interaction Toolkit

SteamVR

OpenXR

Virtualizer by Cyberith

Web

GitHub Projects/Pages

## PROGRAMMING

C#

Python

Java

C/C++

## LANGUAGES

German (native)

English (fluent)

## INTERESTS

Science

Cooking

Drawing