



Philipp Brockerhoff

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Education

2018 - 2020 Rhein-Waal University, Usability Engineering, M. Sc.

2017 Volkshochschule Düsseldorf, Cambridge English C1

2013 - 2017 Rhein-Waal University, Media Communication & Computer Science, B. Sc.

Experience

2018 Silent Dreams, UI Designer
Developing & Implementing the UI for Dead Age 2

2016 Silent Dreams, UI Designer
Developing & Implementing the UI for Dead Age

2015 - 2016 Rhein-Waal University, Student Assistant (*Unity 3D development*)
Creating the winning game of the game development competition in Rhein-Waal University 2015

2014 - 2016 Rhein-Waal University, Student Assistant (*Java programming*)
Assisting the programming Professor in preparing for the lecture and teaching. Creation of the Bürger-App for the City Dorsten.

Languages

German, Native Speaker

English, Cambridge C1

Programming

C++ Objective-C

C# Swift

VBS Java

Skills

Programming		Design	
Multimedia Editing		Teamwork	
3D Modelling		Usability	
Innovative Technology		Data Analysis	
Game Development		Interviewing	

About

Perfectionist

Djing & Music Producing

Gaming

Horror & Thrill

I like Cats

Tools

