



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

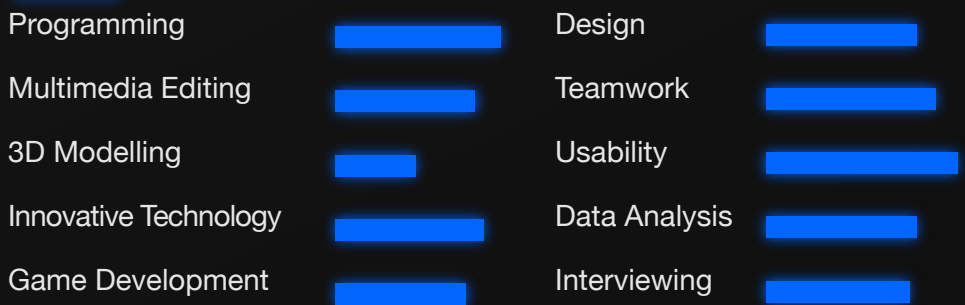
C++ Objective-C

C# Swift

VBS Java

Python

Skills



About

Perfectionist

Djing & Music Producing

Gaming

Horror & Thrill

I like Cats

Tools

