



Jan Gih

Gameplay Programmer

Contact

NAME

Jan Gih

EMAIL

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WEBSITE

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About Me

I am a C++/C# programmer interested in gameplay, graphics & engine programming.

Apart from that, I am also interested in artificial intelligence, web & software development and game design, as well as traditional & digital drawing.

Languages

Fluent
German
English

Basic
French
Swedish

Work Experience

- **Ubisoft Mainz - Gameplay Programmer Anno 1800**
 - Internship* 03/18 - 08/18
 - Junior* 09/18 - 03/19
 - 01/21 - 09/21*
 - Working student* 04/19 - 09/20
 - Intermediate* 10/21 ongoing
 - ◇ System and feature design, gameplay programming
 - ◇ Feature implementation and maintenance:
 - ◇ Unit movement and collision avoidance
 - ◇ Combat AI
 - ◇ Crowd simulation
 - ◇ Tracking
 - ◇ Onboarding of new team members

Personal Projects

- **Plokoth (Action Platformer)**
 - Game programming, game design and management*
 - ◇ Achieved in team of four, together with 3 artists
 - ◇ Release on itch.io and steam, 130.000+ downloads

Education

- **Bachelor of Arts - Animation & Game grade 1.2 with honors (~3.8 GPA)**
 - Darmstadt University of Applied Sciences* 2016 - 2020
 - ◇ Game programming, tech art, 3d art and management
- **School Graduation Abitur grade 1.4 (~3.6 GPA)**
 - Frauenlob-Gymnasium Mainz* 03/16

Toolset

C++	Perforce
C#	Jira
Java	Confluence
OpenGL	Unity
GLSL	Houdini
PHP	Maya
MySQL	