



# Jan Gihl

Gameplay and AI Programmer

## Contact

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## About Me

I am a C++ Programmer with experience in AI, Gameplay and Engine Programming.

In my 5+ years on one project, I have developed and maintained features during their full lifecycle, starting from prototyping with Game Designers to supporting them in the live game and porting them to consoles.

In my spare time, I play action platformers, like to draw and do sports such as running and skating.

## Education

### Darmstadt University of Applied Sciences

2016 - 2020

B.A. Animation and Game

3.8 GPA with honors

- Game Programming
- 3D- and Tech-Art
- Management

## Languages

### Fluent

German

English

### Basic

French

Swedish

## Work Experience

### Ubisoft Mainz - Gameplay Programmer Anno 1800

01/2021 - 09/2021 (Junior) , 10/2021 - now (Intermediate)

Work both in live game team and console team

- Conceptualization and implementation of new features:
  - > Expanded unit and combat system, strategic military AI for military airships
  - > Scenario system feature, ecosystem feature
  - > Adaptation of user interfaces to support controller input
  - > Engine optimization for memory and speed (console port)
  - > Cross-platform data tracking (live game, console port)
- Onboarding of multiple new team members
- Coordination of interdisciplinary teams of 4-10 people

04/2019 - 09/2020 (Working student)

- Feature maintenance and expansion (live game)
- Multiplayer synchronization fixes (live game)

03/2018 - 08/2018 (Intern) , 09/2018 - 03/2019 (Junior)

- Unit simulation for ships:
  - > Movement, collision avoidance
  - > Behavior AI
- Pedestrian crowd simulation

## Personal Projects

### Plokoth (Game, Action Platformer, Unity)

2020-2021

- Achieved in team of four in four months, together with 3 artists
- Programming, Game Design, Project Management
- Release on itch.io and steam, 130.000+ downloads

### Aurora (Renderer, C++, Cuda & OpenGL, Bachelor Thesis)

2020

- 4-dimensional SDF renderer using an adapted raymarching algorithm for realtime output to a 3D autostereographic display

## Toolset

### Languages

C++

C#

Java

OpenGL + GLSL

Cuda

MySQL

### Tools

Perforce

Jira

Confluence

Unity

Houdini

Maya