



# Matheus Zacharska

## Programmer · Software Developer

### Contact

contact@matiprjects.de



Bürgersruh 50  
13469 Berlin



### Knowledge

#### Languages

German ●●●●●

English ●●●●●

Polish ●●●●●



#### IT-Knowledge

C# ●●●●●

Unity Engine ●●●●●

JavaScript ●●●●●

Unreal Engine ●●●●●

Python ●●●●●



### Professional Experience

#### Freelance IT teacher for Children and Adolescents

since 01.2020

Berlitz GmbH and others

- Independence
- pedagogic, teaching, patience
- organizing

#### Software Developer

10.2023 - 12.2024

Eemagine Medical Imaging Solutions GmbH

- Development of a simulation for a collaborative robot for medical applications
- 3D simulation using Blender and Python

#### Game Designer und Programmer

11.2021 - 03.2023

Neuraltrain / Ababax GmbH

- Development and programming
- C#, Unity 3D and Virtual Reality
- Development within the metaverse



### Educational Background

#### Master of Arts in Game Design

Expected graduation 2027

University of Applied Science Berlin

- Teaching and independence
- Company founding in the field of game development
- Advanced development in the field of game development

#### Bachelor of Arts in Game Design

Abschluss seit 03.2023

University of Applied Science Berlin

- Knowledge and experience in planning and implementing projects
- 3D and 2D development, programming, design, and conceptualization
- Teamwork and group structures

#### General university entrance qualification (Abitur)

seit 06.2013

Georg-Büchner-Gymnasium Letter