



# Matheus Zacharska

Programmer · Software Developer



## 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

## Contact

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Bürgersruh 50   
13469 Berlin

## Knowledge

### Languages

German 

English 

Polish 



### IT-Knowledge

C# 

Unity Engine 

JavaScript 

Unreal Engine 

Python 