



Matheus Zacharska

Software & Game Developer

Contact

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<https://matiprjects.com>



Bürgersruh 50
13469 Berlin



Knowledge



Languages

German ●●●●●

English ●●●●●

Polish ●●●●●



IT-Knowledge

Unity Engine ●●●●●

Unreal Engine ●●●●●

JavaScript ●●●●●

C# ●●●●●

Python ●●●●●

C++ ●●●●●



Professional Experience

Freelance IT teacher for all age groups

since 01.2020

Hochschule für Technik und Wirtschaft Berlin, Berlitz GmbH

- Teaching programming and IT across all age groups
- Structuring lessons and adapting content to different skill levels
- Working independently with individuals and groups

Freelance Game Developer

2026

- Working on MUKKE by Apetense Interactive (released on Steam): Unity, bug fixing, performance optimization, UI features, QA

Software Developer (Simulation)

10.2023 - 12.2024

Eemagine Medical Imaging Solutions GmbH

- Development of simulation environments for robot-assisted neuronavigation (medical context)
- 3D simulation using Blender (Python API), including result analysis and documentation

Software Developer (VR / Game)

11.2021 - 03.2023

Neuraltrain / Ababax GmbH

- Development and programming
- C#, Unity 3D and Virtual Reality
- Development of a VR prototype of a clinical application



Educational Background

Master of Arts in Game Design

Expected graduation 2027

Hochschule für Technik und Wirtschaft Berlin

- Advanced programming across multiple languages, including C++, C#
- Prototyping and experimentation with software-hardware integration
- Founding and managing a game development studio
- Teaching programming and IT concepts

Bachelor of Arts in Game Design

10.2019 - 03.2023

Hochschule für Technik und Wirtschaft Berlin

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