

# Kim Wagner

Gameplay programmer


## CONTACT

Sint-Amandssteen 11c

8500 Kortrijk

Belgium

 [www.kimwagner.de](http://www.kimwagner.de)

 [Kim@kimwagner.de](mailto:Kim@kimwagner.de)  
[kim.wagner@student.howest.be](mailto:kim.wagner@student.howest.be)

 [Kim Wagner](#)

## PROGRAMMING

C++

C#

HLSL, CG

Python

DirectX 11, Nvidia PhysX,  
Fmod

## SOFTWARE

Visual Studio  
Unity, Unreal Engine  
Blender, 3ds Max  
Photoshop

## LANGUAGES

German (native)  
English (fluent)  
Dutch (basic)

## ABOUT ME

I am a 21-year-old student from Germany, studying Digital Arts and Entertainment in Kortrijk, Belgium. I am in my final year following the Game Development major with a focus on gameplay programming.

In February I will start an internship at Force Field VR to complete my bachelor degree.

## Projects

### Copout

[kimwagner.de/copout](http://kimwagner.de/copout)

June 2016

Copout is an endless arcade driver made in Unity using C# scripting. The project's focus was the development of an interesting AI with dynamic squad behavior

### Jump point search in C++

[kimwagner.de/JPS-pathfinding-in-c](http://kimwagner.de/JPS-pathfinding-in-c)

September 2016

Implementation and analysis of the Jump point search pathfinding method in a SDL application

## EDUCATION

2015 - 2017 Bachelor Digital Arts and Entertainment  
(expected June 2017)

Major in Game Development

Howest Kortrijk, Belgium

2006-2014 Highschool diploma Abitur

Gymnasium Ebingen, Albstadt, Germany