

CURRICULUM VITAE



KEVIN HINKER

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Date of birth: 09.02.1993
Nationality: Austrian

PERSONAL PROFILE

Creative and independent person with a structured approach. Experience in Multimedia Technology and programming in combination with a communicative personality. Talented both in solving IT problems and game design.

EXPERIENCE

- | | |
|-------------------|---|
| 03.2021 - now | ClockStone Software GmbH: Game programming. |
| 07.2017 - 12.2017 | Spinor GmbH: 6 month internship. Extended engine editor and Implemented audio streaming for the engine by using FFmpeg. |
| 06.2015 - 09.2015 | Baxalta: 3 month internship. Improved their internal website and developed graphics for business events. |
| 08.2014 - 12.2014 | D.A.T.A Corporation: IT-Supporter. Part of a 6-person team, supporting the network of medical facilities. |

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EDUCATION

2018-2020	MSc Multimedia Technology Salzburg University of Applied Sciences
2015-2018	BSc Multimedia Technology Salzburg University of Applied Sciences
2007-2012	Completion of commercial college in Biedermannsdorf

SKILLS

C++	C#	XNA	Unity 3D	Unreal Engine 4	Python	Airtable	Box2D	AR/VR	HCI
SFML	Lua	FFMPEG	TGUI	QT	Git	Subversion	Visual Studio	Android Studio	
OpenGL	OpenCV	HTML	CSS	JavaScript	XNA	Photoshop	FL Studio		

LANGUAGES

German - native speaker
English - advanced (B2)
Italian - Basic (A2)

HOBBIES AND INTERESTS

Game programming, software architecture, gameplay systems, audio production, game design, 3D modeling, soccer, playing video games, bouldering

PORTFOLIO

kevinhinker.com