

# Robert Lindner

## Graphics Programmer Game Developer



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I am a German-English game developer with a focus on graphics programming. I love finding out how things work and visualizing them in a creative way using computer technology.

### PROJECTS

### SKILLS

#### CPU Pathtracer

August 2015

[robert-lindner.com/blog/light\\_what](http://robert-lindner.com/blog/light_what)

#### LIGHT WHAT

LightWhat is a pure C++ Pathtracer I wrote as a personal project during my second semester of university.

Among its features are full global illumination, combinable BRDF shaders and BSP trees for raycasting acceleration.

#### Video Game

June 2016

[robert-lindner.com/blog/antigraviator](http://robert-lindner.com/blog/antigraviator)

Antigraviator is a futuristic head-to-head racing game.

It was featured on TV and nominated for both the "INDIGO 2016" and "Indie Games Play 7" contests.

I was the programmer for gameplay mechanics and physics.

#### ANTIGRAVIATOR

#### Game Jam Entry

July 2016

[robert-lindner.com/blog/space\\_junkies](http://robert-lindner.com/blog/space_junkies)

#### SPACE JUNKIES

Space Junkies is a two-player party game for tablets.

It was created at Brains Eden, a 48-hour game jam in Cambridge with 165 participants.

We won the first prize for Android games presented by ARM.

#### PROGRAMMING

C++, C#, Java

HLSL, GLSL

HTML, CSS, JS

#### ENGINES

Unity 5

Unreal Engine 4

Cryengine 3

#### APIs

OpenGL, DirectX

SDL 2, PhysX, FMod

#### SOFTWARE

Visual Studio

Git, Mercurial

Blender, 3Ds Max,  
Photoshop, Gimp

#### LANGUAGES

English (native)

German (native)

French (oral skills)

### EDUCATION

**Bachelor in [DAE](#)** 2014 - present

- Howest University, Kortrijk, Belgium
- Teaching an introductory course in Blender and programming
- Study night coordination
- Student council participation

**Grammar school** 2005 - 2013

German final exams: 2.2

Majored in maths and computer science

### WORK EXPERIENCE

**Student job, [D-Space GmbH](#)** 2013 - 2014

- Quality assurance of models in a 3D library
- Setting of parameters for a driving simulation in ModelDesk
- Creating 3D scenarios in MotionDesk
- Documentation of a modelling workflow in Blender

**Certified ski instructor** January 2014