

Frederik Trampenau

Game Programmer

PERSONAL

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itch.io

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Website

frederik-trampenau.com

GitHub

github.com/FrederikTrampenau

ABOUT ME

Hi, I'm Frederik, a **Game Programmer** creating immersive worlds in the gaming industry **since 2019**.

Specializing in **Gameplay**, I bring expertise in both **Frontend and Backend** Development to create dynamic and engaging gaming experiences.

LANGUAGES

German - native speaker

English - fluent (spoken/written)

EDUCATION

S4G School for Games GmbH, Berlin

Game Engineering Diploma

OCTOBER 2017 - SEPTEMBER 2019

Technische Universität Berlin /

Working Student, Berlin

Computer Science

2016 - 2017

PROFESSIONAL WORK EXPERIENCE

Stratosphere Games | stratosphere-games.com

Gameplay Programmer / Lead Programmer

MAY 2022 - NOVEMBER 2024

I was a Front- and Backend Gameplay Programmer at Stratosphere Games and was the Lead Programmer of "**Homeworld Mobile**".

it Matters Games | itmattersgames.com

Regular Programmer / Lead Programmer

JANUARY 2021 - APRIL 2022

I was a Regular Programmer at it Matters Games and the Lead Programmer of "My Universe - Puppies & Kittens".

Junior Programmer

OCTOBER 2019 - DECEMBER 2020

As a Junior Programmer at it Matters Games I worked on Arbo and "My Universe: Pet Clinic Cats & Dogs".

Programming Intern

JUNE 2019 - AUGUST 2019

During my internship, I was able to work on two different titles which involved the entire technical realisation of the two projects.

HARD SKILLS

Engines

- **Unity**: Worked on 15+ projects for 9+ years
- **Unreal Engine 4**: Worked on 1 project for 0.5 years

Programming Languages & Tech Stack

- **Frontend Programming**: Primarily in game engines
- **Backend Programming**: Experience with PlayFab, Azure Cloud, and ASP.NET Core web servers, utilising Entity Framework Core and relational databases
- **C# Programming**: Worked on 15+ projects over 9+ years
- **C++ Programming**: Utilized in combination with **Blueprints (UE4)** to create nodes to use in the editor on 1 project for 1 year
- **Dev-Ops**: Developed automation pipelines using Jenkins

Multi-Platform Development & Console Porting

- **Multi-Platform**: Worked on 4 games for PlayStation 4 and Nintendo Switch, and on 2 mobile titles
- **Submission & Patching**: Managed submission and patching process for PlayStation 4 and Nintendo Switch for 4 games
- **Shipped Titles**: Contributed to 6 shipped PC, mobile, and console titles

Version Control

- **Git**: Proficient with CLI and various visual interfaces
- **Mercurial**: Experienced with TortoiseHg as a visual interface

Scrum

- **Agile Development**: Worked on several projects with an agile development structure, involving sprints, milestones, reviews, and retrospectives
- **Leadership**: Took on the lead programmer role for multiple projects, managing the development department

PROFESSIONAL PROJECTS

Stratosphere Games

The Desolation — *Gameplay Programmer*

JUNE 2024 - NOVEMBER 2024 | ["The Desolation" Website](#)

Involved Responsibilities

Front- & Backend development of Gameplay Features • Backend - Microsoft Azure / ASP.NET Core / EF Core / PlayFab • Technical Documentation • Data & Backend Deployments • Handling Updates

Engine / Platforms

Unity 2022 • PC, Android, iOS
(10+ Programmers, 1/2 Year)

Homeworld Mobile — *Gameplay Programmer/Lead Programmer*

MAY 2022 - JULY 2024 | ["Homeworld Mobile" Website](#)

Involved Responsibilities:

Front- & Backend development of Gameplay Features • Technical Documentation • Data & Backend Deployments • Handling Updates • Coordinating, leading and representing the code department • Monitoring Backend Health Status • Build & Deployment Automation Using Jenkins

Engine / Platforms

Unity 2021 • Android, iOS
(10+ Programmers, 2+ Years)

it Matters Games

My Universe - Puppies & Kittens — *Regular/Lead Programmer*

JANUARY 2021 - APRIL 2022 | ["My Universe - Puppies & Kittens" Website](#)

Involved Responsibilities

Frontend development of Gameplay Features • Sprint & resource planning • Coordinating, leading and representing the code department • Technical workflows • Project, code and repository guidelines

Engine / Platforms

Unity 2020 • PC, Mac, PlayStation 4, Nintendo Switch
(4 Programmers, 1 Year)

My Universe - Doctors & Nurses — *Regular Programmer*

JANUARY 2021 - APRIL 2022 | ["My Universe - Doctors & Nurses" Website](#)

Involved Responsibilities

Project setup • PS4 & Switch port • Patching

Engine / Platforms

Unity 2020 • PC, Mac, PlayStation 4, Nintendo Switch
(4 Programmers, 1 Year)

My Universe - Pet Clinic Cats & Dogs — *Junior Programmer*

JANUARY 2020 - DECEMBER 2020 | ["My Universe - Pet Clinic Cats & Dogs" Website](#)

Involved Responsibilities

Frontend development of Gameplay Features • PS4 & Switch port

Engine / Platforms

Unity 2019 • PC, Mac, PlayStation 4, Nintendo Switch
(5 Programmers, 1 Year)

Arbo — *Junior Programmer*

OCTOBER 2019 - JANUARY 2020 | ["Arbo" Website](#)

Involved Responsibilities

Frontend development of Gameplay Features

Engine / Platforms

Unity 2019 • Android, iOS
(3 Programmers, 4 Months)

SOFT SKILLS

Communication
Constructive Feedback
Empathy

Work Ethic
Commitment
Self-motivated
Adaptability

Teamwork
Collaboration
Conflict Management
Leadership