

Malte Schümann

schuemann.malte@gmail.com

+49 0163 3030612

<https://schuemann.dev>

Skills

- **Programming languages:** Java (7 years), C# (3 years), C++ (1 year)
- **Game development:** Unreal Engine 4/5 (C++ & Blueprints), Godot, Unity, Blender
- **Miscellaneous:** Git (7 years), Netty, Jira, Managing and moderating larger online communities,
- **Languages:** English, German (native speaker)

Experience

- **2020 – QA Intern, Crytek.** School summer internship, searched for, reported, and replicated bugs for Hunt: Showdown. Learned JIRA basics.
- Worked on the **German Localization for different games** including hordes.io, Rend, ATLAS
- Very early closed pre-alpha testing for **Manor Lords** and **Last Oasis**. Reporting and reproducing bugs, providing early feedback
- **Since 2015 – Design, Development & Community Management for modded online game experiences in Minecraft.** Erethon.net Minecraft MMORPG project, PaperMC Minecraft server software, various contract work.

Education

- *Since 2022: Game Production and Management – University of Applied Sciences Neu-Ulm (HNU), Neu-Ulm*
- *2020-2022: Computer Science & Game Engineering – University of Applied Sciences, Kempten*
- *07/2020 – A-Levels - Montessori Zentrum Hofheim, Hofheim am Taunus*

Work Experience

- **Since 05/2022 – Cinema staff, Xinedome Ulm**
Admissions, concessions, smaller technical tasks
- **12/2022-04/2022 - Transfer driver, Car Controlling GmbH**
Vehicle transfers in Bavaria and Baden-Württemberg
- **Winter 2021/22 - Cable car operations employee, GO Bergbahnen Ofterschwang.** Operation and maintenance of various cable car facilities, contact person for guests, various other tasks.