



Miguel Weinhold

Game Designer & Developer · Full-Stack Developer

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WORK EXPERIENCE

● Intern – Computer Service Technician

Lokki e.K. · Oberursel

August 2021 – July 2022

- Assembling and configuring computers
- Technical customer support and customer-oriented service

EDUCATION

● Vocational Training – Game Design & Development

Macromedia Academy · Stuttgart

September 2024 – present

● Advanced Technical Certificate · GPA 3.0

Hochtaunusschule · Oberursel

August 2021 – July 2024

- Electives: IT Systems, Operating Systems (Linux, Windows, Unix)
- Personal software project: **McCafe**

● Secondary School Certificate · GPA 1.7

Hochtaunusschule · Oberursel

August 2019 – July 2021

● Taunusgymnasium · Königstein

August 2018 – July 2019

● Lower Secondary Certificate · GPA 2.6

Gemeinschaftsschule West · Tübingen

January 2016 – July 2018

● Primary School

Maristas Instituto Juan XXIII · Venezuela

2008 – 2015

LANGUAGES

Spanish Native

German Fluent

English B2

GAME ENGINES

Unity 3D

Unreal Engine

C# (Unity)

C++ (UE)

2D/3D Animation

Game Development

PROGRAMMING LANGUAGES

C#

Java

JavaScript

HTML

PHP

Python

C++

3D & DESIGN

Blender

3D Modelling

Rendering

Substance 3D

ADOBE SUITE

Photoshop

Illustrator

Premiere Pro

After Effects

InDesign

Animate

Lightroom

DEV TOOLS

VS Code

IntelliJ / Rider

Eclipse

Microsoft Office