

FABIENNE REIMER

Junior Game Programmer & Designer

Germany

Portfolio: www.fabiennereimer.com

SUMMARY

Game Developer with a B.Sc. in Games Programming and professional experience in software development. I complement my knowledge in programming languages like C# and C++ with experience in shader development as well as the fields of UI/UX and audio. During my studies, I took on the technical lead in team projects, programmed gameplay systems, and conducted code reviews, among other things. Additionally, I contributed to narrative design and was responsible for localization and multilingual voice-over direction.

WORK EXPERIENCE

firesys GmbH - Software Developer | Frankfurt am Main 04/2025 - 04/2026

- Conceptualized and implemented new features as well as system integrations.
- Designed user interfaces, created icons and graphical elements, and ensured an intuitive user experience.
- Conducted code reviews, performed debugging, and implemented security measures to ensure high-quality standards.
- Defined technical requirements and collaborated closely with other departments to resolve technical customer inquiries.
- Coordinated administrative tasks within a self-managed team and documented system architectures and design patterns.

SKILLS AND OTHER

Programming Languages: C#, C++, JavaScript, PHP, Visual Basics, VBA, SQL, HLSL, GLSL

Frameworks: .NET, WPF, Mirror Networking

Software: Visual Studio, Git/GitHub/GitKraken, Unity Engine, Unreal Engine, Shader Graph, Unity Collab, Blender, GIMP, Figma, Audacity, Docker, DBEaver, PlayFab

Languages: German (Native), English (Fluent)

EDUCATION

SAE Institute | Frankfurt am Main 09/2022 - 11/2024
Bachelor of Science - Games Programming GPA: 3.81
in cooperation with the University of Hertfordshire (UK)

SAE Institute | Frankfurt am Main 09/2019 - 03/2021
Diploma - Games Programming Grade Average: 1.95
in cooperation with Middlesex University (UK) (German scale)

PROJECTS

Game Off (Game Jam) | Global 2024
"Through The Line: Imaginary Friend" (PC) - *Team Size: 5*

- Developed third-person controls as well as a mission and interaction system.
- Created a functional in-game laptop including working programs.
- Led the narrative design, wrote the game's story, and implemented branching dialogues and cutscenes.
- Coordinated voice recordings, including directing voice actors.

SAE Institute | Frankfurt am Main

2023 - 2024

“Somewhere Among The Mountains” (PC) - *Team Size: 7*

- Conceptualized and programmed core game mechanics (e.g., dialogues, missions, and an interaction system) and an interactive in-game smartphone with a flashlight and functional apps.
- Implemented Quick-Time Events, inventory systems, and collectibles to increase player engagement.
- Developed branching storylines with meaningful choices and created cutscenes.
- Managed casting, voice-over direction, and localization, and coordinated playtests and version control.

SAE Institute | Frankfurt am Main

2023

“Snowy Landscape (Multiple Shaders)” (PC) - *Team Size: 1*

- Designed and implemented interactive environment shaders (e.g., snow trails and adaptive icicle formation) using Unity Shader Graph, applying UV manipulation and Render Textures.
- Utilized Custom Function Nodes to achieve realistic results and optimized shaders for seamless compatibility with particle systems and the VFX Graph.

SAE Institute | Frankfurt am Main

2022 - 2023

“Mittermark: Interitus” (PC) - *Team Size: 14*

- Led the programming team, including schedule monitoring, cross-functional coordination, and conducting code reviews for quality assurance.
- Programmed various gameplay systems (e.g., missions, dialogues, an inventory) and a loot system with enemy drops and chests.
- Developed a multi-slot save system, in-game shops, and two card-based minigames.
- Managed build management, testing processes, and the integration of audio, animations, and VFX.

SAE Institute | Frankfurt am Main

2020 - 2021

“AURA (PC)” - *Team Size: 3*

- Assumed the project lead role, ensuring efficient workflows and timely deliveries within the team.
- Developed the game plot as well as technical systems like an inventory, in-game shops, and a comprehensive mission system for main and side quests.
- Implemented a character selection and customization features, a navigable world map, and interaction possibilities with NPCs, objects, and the environment.
- Developed a dialogue system and created cutscenes.

HOBBIES & INTERESTS

Aside from programming and playing video games, I find my creative balance in drawing and photography. To unwind, I enjoy walking my dogs or going to the cinema, where I am particularly fond of the horror and fantasy genres.