

Filip Hauptfleisch

About me:

Programmer interested in Computer games, artificial intelligence, computer graphics and modern technologies. Despite less professional experience from game development, I have spent a lot of time in Unity during university projects or during my personal activities.

Basic information:

Date of birth: 22.04.1994
Telephone: 728 254 922
E-mail: Filip.Hauptfleisch@gmail.com

Education:

- 2017–2020 **Charles University in Prague**
- Faculty of Mathematics and Physics
 - Master's degree program: **Game Development and Computer Graphics**
 - Courses on game development, programming, computer graphics and computer science
- 2019 **University of Barcelona**
- ERASMUS+ program
 - Data science
- 2013–2017 **Charles University in Prague**
- Faculty of Mathematics and Physics
 - Bachelor's degree program: **General Mathematics**
- 2016 **University of Caen Normandy**
- ERASMUS+ program

Work experience:

- 2020–Present **GoodAI**, Unity developer
- Full-time
 - Experimental game development
 - Unity3D, C#
 - Utilization of NLP models
- 2018–2020 **Chaos Czech**, Research intern
- Part-time
 - Computer graphics – style transfer in architecture research
 - Transfer of style from one drawing to multiple views of the same scene
 - Implementation in C++ and in Unity3D with custom shaders
- 2018–2018 **Charged monkey**, Intern
- Part-time
 - Prototyping mobile games with Unity3D
- 2014–2015 **Equa bank**, SFE specialist, SFE team (Sales Force Effectiveness)
- Part-time
 - Working with databases – SQL (PL/SQL developer, Microsoft Server, Microsoft Access), Microsoft Excel, report making, making jobs in Talend studio

Projects:

- 2019 **ARPG**
- University team project
 - Android game made with Unity3D
 - RPG taking place on the map with the use of GPS and other sensors
 - My role in the team: Programmer, Game designer

2019

Social challenge

- Solo project started at GDS GameJam
- Game for Windows made with Unity3D
- Story focused game about a girl with social anxiety
- <https://hauptfleisch.cz/SocialChallenge/index.html>



2018

TrashScraper

- University team project
- Android game made with Unity3D
- My role in the team: Team lead, Design lead, Programmer
- <https://hauptfleisch.cz/TrashScraper/TrashScraper.html>



Languages:

- English – C1
- French – B1
- Spanish – A2

Other skills:

- C#
- Unity3D
- C++
- Microsoft Office
- SQL
- Shaders
- Python

Hobbies:

- Travelling, hitch-hiking, programming, computer games, tennis, drumming

Filip Hauptfleisch
Praha, 14.03.2021