# Christian Thielsch

Game Programmer
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Portfolio: https://chthielsch.com

Developer with proven experience shipping multiple polished multi-platform games. Actively contributing to and enabling teams to deliver high-quality titles. Drove system architecture planning and cross-team collaboration, and contributed to console porting alongside core systems development, ensuring high performance and reliability. Experienced in translating creative vision into actionable roadmaps and maintaining technical oversight from prototype through release.

## Experience

* Senior Programmer – European Space Agency
Project: ESA SHIELD (fixed term contract) 02/2025 – 07/2025

Responsibilities:

* Designed and implemented the core Unity project architecture
* Owned technical direction and day-to-day vision execution
* Translated creative goals into actionable features and priorities
* Managed task planning and coordination across the dev team
* Built non-code Unity setups (UI, scene logic, cutscenes)
* Handled PC and mobile build preparation and deployment

Technologies: Unity, C#, Visual Studio, Git, Jira

* Unity Developer (promoted to Lead) – Critical Rabbit
Project: Fall of Porcupine (full-time) 10/2020 – 12/2024

Responsibilities:

* Promoted to Lead Developer in 2023 following team expansion
* Porting to Switch, PS5, Xbox Series with performance optimization
* Contributed to core gameplay mechanics and early prototypes
* Reviewed team implementations and coordinated feature development

Technologies: Unity, C#, Visual Studio, Git, Trello, Mantis Bug Tracker

* Game Programmer – Ahoiii Entertainment
Project: Fiete PlaySchool (freelance) 03/2020 – 06/2020

Responsibilities:

* Built and iterated gameplay features from designer vision
* Maintained optimized legacy code for performance

Technologies: Unity, C#, Visual Studio, Unity Version Control

**Skills**

* Unity3D engine (C# scripting, UI, scene management, addressables)
* Multi-platform development (PC, mobile, consoles: Switch, PS5, Xbox Series)
* Version control: Git, Unity Version Control
* Tools: Visual Studio, Jira, Trello, Mantis Bug Tracker
* Performance optimization and profiling
* Agile task planning and team coordination
* Console porting and build pipeline management

## Education

Bachelor of Science Games Programming – Middlesex University, London (10/2019)

Secondary High School Student Exchange – Bay Port High, Wisconsin, USA (2014–2015)

## Languages

German: Native language

English: Bilingual (C2)