

Christian Thielsch

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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. Eligible to work in the EU and Canada, open to relocation.

Experience

Senior Programmer *European Space Agency*

02/2025 - 07/2025

ESA SHIELD fixed term contract

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

Tech Stack Unity, C#, Visual Studio, Git, Jira

Unity Developer (promoted to Lead) *Critical Rabbit*

10/2020 - 12/2024

Fall of Porcupine full-time

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

Tech Stack Unity, C#, Visual Studio, Git, Trello, Mantis Bug Tracker

Game Programmer *Ahoiii Entertainment*

03/2020 - 06/2020

Fiete PlaySchool freelance

Responsibilities

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

Tech Stack Unity, C#, Visual Studio, Unity Version Control

Education

Languages

Bachelor of Science Games Programming
Middlesex University, London
Secondary High School Student Exchange
Bay Port High, Wisconsin, USA

10/2019
2014-2015

German: Native language
English: Bilingual (C2)