



Hello, I am

**Theodor Knab**

**A** Heigerleinstr. 15-17/12, 1160 Vienna, Austria

**M** 0043 664 22 78 657

**E** me@theodorknab.com

**W** theodorknab.com

## Education

**University of Applied Sciences Technikum Wien** 2019 - 2021

**MSc** (Master of Science)

I am currently studying the course "Game Engineering and Simulation Technologies". With this course I want to deepen my understanding of the game development process.

**Staffordshire University** 2018 (1 semester)

I studied abroad for one semester. I chose the game related modules: "Advanced Game Prototyping", "AI Scripting for Games" and "Hard Surface Modeling".

**University of Applied Sciences Upper Austria** 2016 - 2019

**BSc** (Bachelor of Science)

I studied the course "Media Technology and Design". The course covers web development, animation, game design and development, audio/video production and programming.

**HTL Rennweg** 2010 - 2015

**Reife- und Diplomprüfzeugnis (matriculation exam)**

This engineering-focused secondary school taught me basics in mechatronics, focused on robotics. I learned how to combine mechanic and electronic parts to create programmable devices.

## Personal Skills

**Presentations**

**Communication**

**Time Keeping**

**Creativity**

**Team Player**

## Work Experience

**Software Daten Service** March 2019 - August 2019

**Software Test Automation Internship**

I worked in a small team and was responsible for creating the frameworks of currently manual regression test suites in the test automation tool Ranorex. I was also responsible for creating the first few automated tests in each suite based on manual testcases.

**United Motion Labs** July 2017 - September 2017

**3D Modeling & Compositing Internship**

I worked on audiovisual installations for events of the companies "Kapsch" and "ÖAMTC". This included 3D modeling and compositing in Photoshop and After Effects.

## Professional Skills

**Game Related:**

Game Design (PC, Mobile, Board)

Usability Testing

**Game Engines:**

Unity

Unreal Engine 4

Godot Engine

**Programming Languages:**

C++

C#

Java

**3D Related:**

Autodesk Maya

Autodesk 3DS Max

Pixologic ZBrush 4R8

Substance Painter

**Adobe Creative Cloud:**

Photoshop

Illustrator

After Effects

Premiere Pro

**Microsoft Office:**

Word

Excel

Powerpoint