

Jan-Erik Theiss

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EXPERIENCE

Student Worker - JMU Wuerzburg

Wuerzburg, Germany

IT Specialist - HCI Chair

2022 – Present

- Developed and maintained task-automation for remote workstation setup
- Provided hardware support for employees and students
- Compiled, updated and maintained documentation

Teaching Assistant - Games Engineering

2021 – Present

- Developed teaching materials for Games Engineering courses
- Assisted students with game design and technical problems
- Supervised exercises for Games Engineering courses

nubibase GmbH

Schweinfurt, Germany

IT Technician

Aug 2020 - Oct 2020

- Maintained responsibilities from Apprenticeship
- Managed and implemented business intelligence projects
- Assisted high-level server administration
- Provided IT-Support (Hardware and Software) in 2nd Level
- Optimized and automated various tasks and company processes

Apprenticeship - IT Specialist (Application Development) Aug 2018 - Jul 2020

Ausbildung Fachinformatiker Anwendungsentwicklung

- Developed business intelligence algorithms and reports using PowerBI and Qlik
- Provided IT-Support (Hardware and Software) in 1st and 2nd Level
- Software Development
 - Analyzed and maintained legacy-applications
 - Created scripts for task-automation
 - Documentation and code maintenance using Git and Confluence

EDUCATION

Julius-Maximilians-University Wuerzburg | Games Engineering B. Sc. present

- Graduating in Summer 2025
- informatik.uni-wuerzburg.de/games/studiengaenge/games-engineering-bsc

Heinrich-Thein-Schule | Vocational School (Apprenticeship) Hassfurt, Germany

Fachinformatiker Anwendungsentwicklung

2020

- Final grade: 89
- Courses included Programming, Database Management and Project Management
- Completed Plus-Program for high-performing students

SKILLS

Programming Languages C#, C++, Java, SQL, Python, JS, PHP, DAX, M, VBScript

Engines Unity, Unreal, Godot

Language German (native), English (fluent), French (basic)

Interests Reading, Video Games, Music, Table Top Games

PROJECTS

Bachelor's Thesis - VR Therapy Application

present

- Ongoing bachelor's thesis, in cooperation with university hospital Wuerzburg
- VR Application to aid physical therapy
- Using advanced hand tracking for gesture recognition
- Data-evaluation features like fatigue detection

Untitled Game Lab Project

present

- C++, no engine
- 2D top-down adventure, dungeon traversal
- Escape a barely lit dungeon and the creatures in the dark
- Dynamic lighting, swarm simulation and complex enemy AI

VR Spline Navigation

2023

- C# in Unity, OpenXR
- Spline-Based navigation on a 3D-Scanned artwork
- Allows import of 3D models and splines from Blender

Crawling Dungeon | [on itch.io](#)

2021

- C# in Unity
- Pixel-Art Dungeon Crawler with corruption mechanic
- Dynamic 2D Lighting