



BERNHARD WICK, BSc

Game Developer

Skills

Excellent IT and software development skills, as well as expertise in all aspects of game development (C, C++, JS/TS, Godot, Unreal, etc.)

Excellent project management skills, as well as experience leading a team of several people

Advanced marketing skills

German (native), English (C1)

Experience

Self-Employed Game Developer

SEPTEMBER 2024 - CURRENT

ViewApp GmbH -

Team-lead for UI / UX and Gameplay,
Software-Developer

JANUARY 2020 - JULY 2024

eMedia Monitor GmbH -

Software-Developer

OCTOBER 2018 - NOVEMBER 2020

Verein der Wiener Jugendzentren -

Civil Service

JANUARY 2015 - SEPTEMBER 2015

Magistrat der Stadt Wien, MA 14 -

Internship

AUGUST 2012

Helf Etiketten GmbH -

Internship

JULY 2010 - AUGUST 2010

Education

Vienna University of Technology - *Software & Information Engineering, Bachelor of Science*

OCTOBER 2015 - NOVEMBER 2019

Höhere Technische Lehranstalt, *Wien 3 Rennweg - Media Technology, Matura*

SEPTEMBER 2009 - JUNE 2014

Bundesgymnasium & Bundesrealgymnasium, *Bruck / Leitha*

SEPTEMBER 2005 - JUNE 2009

Projects

Fading Serenades (2025) -

store.steampowered.com/app/3644970/Fading_Serenades/

Hike, jump, and climb to traverse the treacherous terrain of the island to help villagers deliver parcels and complete their tasks and requests. Experience a story of vanishing traditions, a missing scientist, and an unfolding mystery. Serenading a quieter life, the island calls!

A Story About Birds (2024) -

store.steampowered.com/app/3204460/A_Story_About_Birds/

The birds are coming back! So, gather some wood, some bird food, and build some amazing shelters. Explore Plumage Farm on a relaxing day and get to know its inhabitants and regulars. How will you use the day?

Villager (2020) -

partnano.itch.io/villager

A small game in the genre of city-builders, built in PICO-8 and released on itch.io.