



## TIM LEHMANN

### UNREAL ENGINE DEVELOPER

📍 Brandenburg

✉️ [hallo@tim-lehmann.info](mailto:hallo@tim-lehmann.info)

### LINKS

Homepage:  
<https://tim-lehmann.info/>

LinkedIn:  
<https://www.linkedin.com/in/tim-lehmann-brb97/>

### SKILLS

- Unreal Engine
- Unity
- Blender
- Adobe CC
- C#, C++, Java
- Photography
- Music production
- Process optimization and automation

## ABOUT ME

As a creative coder, my main focus is on building bridges between the media and programming. Interactive applications can be used in many different ways: Content generation tools with digital twins, video games for entertainment, immersive AR & VR content for educational and entertainment purposes, algorithmic and generative art. The possibilities are endless.

I was already interested in art as a child. I taught myself photography while I was at school. Computer games also accompanied my childhood, which awakened my interest in how software works. That's why I completed a Bachelor's degree in Applied Computer Science at Brandenburg University of Applied Sciences. To further deepen my knowledge, I then successfully completed a Master's degree in Digital Media.

## EXPERIENCE

### Wongdoody GmbH

70173 Stuttgart  
05/2022-Present

#### Senior Interactive & Realtime Developer

- 11/2022-12/2025: Medior I&R Developer
- 05/2022-11/2022: Junior I&R Developer
- Development of a compositing environment for AI-supported content generation
- Co-development of a presentation framework for interactive 3D trade fair applications in Unreal Engine
- Co-development of several POCs and features, such as render regions for Unreal

### kinderwelt tausendkind GmbH

10719 Berlin  
02/2019-03/2022

#### Working student Graphics/Image Processing

- Until 05/2019: Intern Graphics/Image Processing
- Photo retouching
- Preparation of product images
- Creatin of illustrations
- Support with photo shoots

## EDUCATION

### Brandenburg University of Applied Sciences

14770 Brandenburg  
01/2019-02/2022

#### M. Sc. Digital Media

- Thesis: Generative composition tools for video game soundtracks - Development and composition in Unity and Max for Live
- Study focus: interactive applications, creative coding, generative design (2D, 3D, music), audiovisualization

### Brandenburg University of Applied Sciences

14770 Brandenburg  
09/2016-09/2019

#### B. Sc. Applied Computer Science

- Thesis: Photogrammetry and Lidar - Analysis of different methods to create a polygon mesh from a real object
- Study focus: programming, algorithm & data structures, computer animation, digital filming

### University of the West of Scotland

PA12BE Paisley  
09/2018-12/2018

#### Semester abroad, Computer Science

- Study focus: Social media for business, digital filming

### SKILLS

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#### Programming



#### Graphic design



#### 3D applications



#### Video production



#### Music production

