



HANNE ROSENOW

Unity Software Developer

Tech Stack:

Unity · C# · XR / VR Development · Meta Quest · REST APIs · Addressables · Unity Version Control

EDUCATION

2020 - 2025

Harz University of Applied Sciences
Media Informatics (Medieninformatik)
Bachelor of Science (1.5)

WORK EXPERIENCE

2025 - 2026

Junior Software Developer bei Draxon GmbH

- Development of **15+ VR training simulations** in Unity, from concept to production, and maintenance of a shared codebase with **55+ lessons**.
- Design and implementation of complex **VR interaction systems**.
- Development of a **robust authentication system** with online/offline login, session management, and progress synchronization.
- Integration of **REST-based backend services** for offline login and progress tracking.
- Development of **custom Unity editor tools** for automating localization pipelines.
- Implementation of **VR UI systems** using Unity UGUI and worldspace interfaces.
- **Performance analysis and optimization** for MetaQuest 3 using Unity Profiler and MQDH.
- Collaboration on **platform-wide systems** such as interaction frameworks and player systems used in multiple simulations.
- Collaboration within a **development team** using service-oriented architecture and Unity Version Control.

2024 (6 months)

Internship as a technical artist at Visionme GmbH

- **C# interface programming** for automated processing of CAD data in Unity
- Preparation and modeling of **CAD data in Unity**
- Independent processing of customer orders including delivery and communication with customers
- Process optimization in the area (**Runtime Editor**) for more efficient furnishing of single-family homes in the Unity Editor
- Creation of **textures** and **3D models** to expand and maintain customers' article databases

SKILLS

Coding

C#, Java, JavaScript, HTML, CSS, SQL

Game Dev

Unity, VR Development, Interaction Systems, Performance Optimization

Tools & Tech

Rider, Visual Studio, Visual Studio Code, IntelliJ, WebStorm, Android Studio

Collaboration

Git, Unity Version Control, Linear, Notion, Discord

Art & Design

UI Design, Graphic Design, Illustration, Animation

Design Software

Adobe Creative Cloud, Figma, Maya, Krita

Soft Skills

Teamwork, Communication, Adaptability, Creativity

PORTFOLIO

You can find some of my projects under www.hannerosenow.com.

ABOUT ME

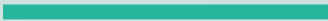
I'm Hanne, a software developer with a B.Sc. in Media Informatics from Harz University. After my studies, I started working as a junior developer, gaining practical experience in software development.

My focus is on game and software development, and I enjoy working on complex problems and creative solutions.

In my free time, I enjoy playing D&D, drawing, reading, and playing PC games.

LANGUAGES

German



English



French



CONTACT DETAILS

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