



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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HANNE ROSENOW

Unity Software Developer

Tech Stack:
Unity · C# · Gameplay Programming · Editor Tooling · XR · 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 at 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

- CodingC#, Java, JavaScript, HTML, CSS, SQL
- Game DevUnity, VR & Game Development, Interaction Systems, Performance Optimization
- Tools & TechRider, Visual Studio, Visual Studio Code, IntelliJ, WebStorm, Android Studio
- CollaborationGit, Unity Version Control, Linear, Notion, Discord
- Art & DesignUI Design, Graphic Design, Illustration, Animation
- Design SoftwareAdobe Creative Cloud, Figma, Maya, Krita
- Soft SkillsTeamwork, Communication, Adaptability, Creativity

PORTFOLIO

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