Marvin Stecher // Codergeist

Game Developer // UEFN Specialist // XR Specialist

⌖ Duesseldorf, Germany ☎ +49 175 998 19 48 @ marvin@codergeist.de 🔗 http://codergeist.de 🔗 Marvin Stecher

○ Languages ○

German

English

○ Education ○

Hochschule Düsseldorf
B.Sc. Medieninformatik
2015 - 2019

A practice-oriented computer science program that deals with the conception, development, and design of interactive media. The program of study provides knowledge in game development, web development, databases, and human-computer interaction.

Summary

I am a passionate game developer from Düsseldorf, specializing in game development with Unreal Engine, Unreal Engine for Fortnite, and Unity.

With extensive expertise in project planning, software engineering, and team leadership, I possess a strong skill set that enables me to efficiently deliver high-quality projects.

My goal is to fully understand your needs as a customer to develop software that delivers value and ensures the sustainable use of your resources.

Skills

Unreal Engine

Unity Engine

C++

Unreal Blueprints

Unreal Engine for Fortnite

Verse

C#

Game Design

Experience

Weltenmacher GmbH
Lead Software Developer
Duesseldorf, Germany
2017 - 2022

Weltenmacher GmbH develops virtual reality training applications for the education and professional development sector.

As Lead Software Developer, I played a key role in managing and developing numerous projects and was also responsible for shaping the company's overall technical direction and driving its continuous technological growth.

Codergeist 🌐
Freelancer
Duesseldorf. Germany
2023 - Today

In early 2023, I transitioned to freelancing under the name Codergeist.

Since then, I have had the opportunity to work on projects for globally recognized brands and share my expertise at events like Unreal Fest 2024

Projects

BMW Car Creator
Alphaflare GmbH
2023

A Fortnite Creative Island for BMW, used as a digital show room for the newly announced iX2 model. Players are able to configure the iX2 and participate in an adventurous car chase against a rogue thief.

Role: Lead Developer

Platforms: PC, Xbox, Playstation, Switch, Mobile

Development time: 6 Months

Tools: UEFN, Unreal Engine

Programming languages: Verse, Python

🔗 Trailer

Hellmann's Loot Irresistível
Artifical Rome GmbH
2024

A Fortnite Creative Island developed for the Hellmann's brand. Players compete to eat the most food—but without mayonnaise, everything is dull! To keep eating, they must ensure their mayonnaise supply stays full.

Role: Lead Developer

Platforms: PC, Xbox, Playstation, Switch, Mobile

Development time: 5 Months

Tools: UEFN

Programming languages: Verse

🔗 Trailer

Meppen 1638
Vobe GbR
2024

An adventurous historical city tour through Meppen, Germany.

The game transports players back to the year 1638, allowing them to relive historic events through virtual characters, reconstructed buildings, and engaging mini-games.

Role: Senior Developer

Platforms: iOS, Android

Development time: 6 Months

Tools: Unity, Immersal

Programming languages: C#

🔗 Trailer

Mercedes AMG G-Class Configurator
Alphaflare GmbH
2023

A real-time configurator of the Mercedes G-Class model developed for the Asian market.

Role: Lead Developer

Platforms: PC, Virtual Reality

Development time: 7 Months

Tools: Unreal Engine 5

Programming languages: Blueprints, C++

🔗 Trailer

Unreal Fest 2024 Presentation
Alphaflare GmbH
2024

A talk on implementing the AI opponent for the BMW Fortnite Creative Island "BMW Car Creator".

The presentation outlines how we achieved our goal of creating an AI opponent that dynamically reacts to players, using the (at the time) very new *Unreal Engine for Fortnite*, which had to escape from the players using a vehicle.

Role: Presenter

Location: Unreal Fest 2024, Prag

🔗 Youtube