



# BENJAMIN BERGER

TECHNICAL DIRECTOR & FULLSTACK GAME DEVELOPER

## TOP SKILLS

Software Architect

C# Expert

Unity Expert

Entities / Netcode / Photon

AWS Stack

## MY MANTRA

Learn something new everyday

## CAREER

### TECHNICAL DIRECTOR

MAY 2022 - JULY 2025

SVIPER GMBH: THE SANDBOX / PROJECT BELTWORKS

- Optimization of development processes and environments
- Vision development & communication leadership with other departments
- Evaluation of new technologies & elaboration of integration strategies
- Technical risk analysis & development of solution strategies
- Organization of workshops & presentations for colleagues & management
- Code architecture and system design, code quality assurance
- Management & support for 8 developer squads and two projects
- Temporary reinforcement for squads on complex topics & pair programming

### PRINCIPAL FULLSTACK DEVELOPER

JANUARY 2021 - MAY 2022

SVIPER GMBH / KING: CRASH BANDICOOT: ON THE RUN!

### FULLSTACK DEVELOPER

MARCH 2017 - JANUARY 2021

SVIPER GMBH: SUPER SPELL HEROES

### UNITY DEVELOPER

MARCH 2014 - FEBRUARY 2017

GOODGAME STUDIOS: HEROES REALM / SHADOW KINGS / UNANNOUNCED PROJECTS

### B.SC. MEDIA INFORMATICS AND INTERACTIVE ENTERTAINMENT

2011 - 2014

HOCHSCHULE MITTWEIDA

Benjamin Berger  
06.12.1992

An der Horeburg 17  
21079 Hamburg

01749049038  
developer@berger-link.de

