



Piet Koller

📍 **Home** : Dorfstraße 65, 6364, Brixen im Thale, Austria

✉ **Email**: pietkoller02@gmail.com 🏠 **Phone**: (+43) 6602712422

Gender: Male **Date of birth**: 08/02/2000 **Nationality**: Austrian

WORK EXPERIENCE

[07/2024 – 09/2024]

Software Developer Internship

Sproof

City: Salzburg | **Country**: Austria

- Creating a interactive World map that displays a heatmap of signatures
- Working on frontend and backend task
- Implementing the a new feature (sproof validator)

[23/10/2023 – 29/02/2024]

Internship

FH Salzburg

City: Puch bei Hallein | **Country**: Austria

Research Intern

Creating a VR Prototype for a Mixed Reality Class Room Collaboration Tool for the [EdTechAll](#) Project.

[01/04/2021 – 15/10/2021]

Paid Work

A.ö. Bezirkskrankenhaus St. Johann in Tirol

City: St.Johann in Tirol | **Country**: Austria

First Level Support and Junior System Admin work which included:

- Fixing up broken PCs and setting up new ones
- Giving technical advice to the hospital workers when problems on their PCs occurred
- Maintaining the Hospital Software PATIDOC

[19/07/2019 – 19/08/2019]

Internship

CAFÉ PENSION KOLLER

City: Brixen im Thale | **Country**: Austria

Working as Waiter in a Restaurant/Cafe (10h/Week)

[09/07/2018 – 03/08/2018]

Internship

ELEKTRO BIEDERMANN GMBH & CO KG

Working as a Electrician and IT-technician (38.5h/Week)

[11/07/2016 – 05/08/2016]

Internship

ELEKTRO BIEDERMANN GMBH & CO KG

City: Hopfgarten | **Country**: Austria

Working as a Electrician and IT-technician (38.5h/Week)

EDUCATION AND TRAINING

[2024 – Current]

Master of Science in Engineering

FH Salzburg | <https://www.fh-salzburg.ac.at/studium/ct/multimediatechnology-master>

City: Salzburg | **Country**: Austria

[2021 – 2024]

Bachelor of Science in Engineering

FH Salzburg | <https://www.fh-salzburg.ac.at/en/study/ct/multimediatechnology-bachelor>

Address: Urstein Süd 1, 5412, Puch/Salzburg, Austria | **Field(s) of study**: Multi-Media-Technology with focus on Game Development & Mixed Reality

This major focuses on the development of computer games and info/ edutainment applications. Game theory, economic and legal aspects of games, modelling, asset preparation, game architecture, game authoring systems, game engines and graphic libraries, game AI, multiplayer

games, generative modelling, internationalisation and computer vision as well as augmented reality are part of the studies.

Topics that are taught:

1. Game Engines (Unity 3D, Unreal)
2. Real-time simulation of virtual Worlds
3. AI for games
4. Network and Multiplayer Games
5. Software architecture
6. computer graphics
7. Tools and Plug-in Programming

[2015 – 2019]

A-Levels

Bundeshandelsakademie und Bundeshandelsschule Kitzbühel
[index.php/home](http://www.hak-kitz.at/index.php/home)

<http://www.hak-kitz.at/>

Address: Traunsteinerweg 11, 6370 , Kitzbühel, Austria |

LANGUAGE SKILLS

Mother tongue(s): German

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

DIGITAL SKILLS

My Digital Skills

Engines

SFML for C#/C++ | Unreal Engine | Unity | Godot

Programming Languages

C# | C++ | PostgreSQL | Python | HTML, CSS, PHP, JavaScript

Project Management

SCRUM and Agile Projectmanagement

Operating Systems

Windows | Linux

Version control system

Git

DRIVING LICENCE

Motorbikes: AM

Cars: B

HOBBIES AND INTERESTS

Gaming and Pen and Papers

I really enjoy playing Games with friends be it competetive or just for fun.

Through Gaming I met many nice people that I can call my friends now and I belive it really helped me to improve my communication skills and how I interact with people in generall

Basketball

Basketball is a great way to challange myself outside of work. I played it for 8 years in a Club and I still play it oationally when I have the time to.

Reading

Making Music

In my freetime I love to play the Guitar and the Drums