

ALEXANDER FREIBERGER

SHIPPED PROJECTS

2024

Runebender — VR Wave Shooter

www.runebender.com

Game was showcased on Gamescom and is now released on Steam, Quest and Playstation VR planned later.

EXPERIENCE

10/2019 - 09/2025

Nurogames GmbH, Cologne — Unity Developer

Main Developer on Runbender, VR-Wave shooter released in 2024

- Set up manual and automatic tests for Runebender with and without VR
- Communicated with the team to coordinate testing and reviews

Gameplay Programmer on:

- Mission X Zero G, Unity VR Game, chemistry puzzle on a space station
- The Last Martian, Unity VR Game, sign language game on Mars
- Lost on Mars, Unity VR, procedural arena/rail shooter, (cancelled)

Developer on EU-funded project "5GSolutions":

- Created a procedural city and traffic generation through 5G signals
- Developed network code

QA on "FORTEe":

- Tested and identified software bugs, documented issues and collaborated with developers to ensure quality and stability

02/2016 - 01/2018

Luminosity Gaming, Remote — Esports Coach

Coached the Luminostiy Smite Team

Responsibilities included researching the game for balancing changes, communication between players, understanding highest level tournament gameplay, including testing the game for any possible advantages.

EDUCATION

2017 - 2019

Middlesex University, Cologne/London — BS, Gameplay Programming

SKILLS

Programming languages:

C# (Unity), C++ (Unreal Engine)

Software:

Unity, Unreal Engine, Jira

Knowledgeable in:

Computer hardware, specifically CPU and GPU and profiling performance

Languages:

German (Native), English (Fluent)

ACHIEVEMENTS

2024:

Shipped a VR game as the main developer

2018:

Went to the world championship and fought in the quarterfinals of an esports tournament with a \$1.000.000 prize pool



Cologne



+49 176 42 40 17 56



alex.freiberger@gmx.de



[Alexander Freiburger](#)