

## Francine Rotzetter.

CAS Object Oriented Programming | CAS Computer Science 1 |  
M.A. ZFH in Design with a Specialization in Game Design |  
M.Sc. ETH in Architecture



**Portfolio:** <https://francinerotzetter.com>

### EXPERIENCE

**2024 - current**  
02/2024 – current

#### Software Developer at Noser Engineering AG, Winterthur

- Developed and maintained software applications using C# and the .NET framework.
- Collaborated with cross-functional teams to gather and analyze software requirements (Requirement Engineering).
- Designed and implemented intuitive user interfaces (UI) that enhanced user experience and usability.
- Used Git for version control, managing code repositories, and coordinating collaborative development efforts.
- Managed projects and tasks using Azure DevOps or Jira, ensuring efficient development pipelines, CI/CD, and agile project management.
- Performed code reviews, debugging, and testing to ensure software quality and performance.
- Integrated third-party APIs and services, ensuring smooth data flow and interoperability within the application ecosystem.
- Automated deployment processes and maintained DevOps pipelines for continuous delivery.
- Worked closely with stakeholders to refine requirements and ensure solutions met business objectives.

Git | C# | Azure DevOps | Figma | MudBlazor | Aspire | Jira | PostgreSQL | Visual Studio | Docker | REST APIs

**2022 - 2023**  
09/2022 – 11/2023

#### Engineering manager, real-time visualization Tend AG, Zurich

September 2022: Fusion of Raumgleiter AG and Tend AG

- Responsibility for 11 developers and artists to improve current product portfolio and to drive business development of real-time visualizations in the real estate sector by comprehensive market analyses, customer needs and product innovations.

Unreal Engine 4 & 5 | Blender | Perforce | C++ | Git | Adobe CS

#### Real-time Director and Managing Partner at Raumgleiter AG, Zurich

**2021 - 2022**  
01/2021 – 09/2022

- Developed more efficient business processes and evaluated and implemented new digital solutions to support them.
- Managed 6 developers and artists and corresponding projects to drive business development by product innovations.

- Developed and generated "Buy-In" for new strategic plan to guarantee long term success of Raumgleiter AG (implementation ongoing).

Unreal Engine 4 & 5 | Blender | Perforce | Adobe CS

**2020 - 2021**  
01/2020 - 01/2021

### Real-time Director at Raumgleiter AG, Zurich

- Managed 6 developers and artists and directed projects for real-time visualizations for the real estate, entertainment, and banking sector.
- Coordinated the development of new OnScreen and Virtual Reality applications with high business potential.
- Acquired new customers, maintained customer relationships, and coordinated and presented projects with budgets up to CHF 400'000

Unreal Engine 4 | Unity Engine | Blender | 3dsMax | Quixelmixer | Substance Painter/ Designer | C++ | C# | Git | Perforce | Adobe CS

**2018 - 2020**  
01/2018 - 01/2020

### Senior Project Manager for Virtual Reality and Augmented Reality at Raumgleiter AG, Zurich

- Managed and trained interns.
- Coordinated Virtual and Augmented Reality and 3D configurator projects.

Unreal Engine 4 | Unity Engine | Blender | 3dsMax | Substance Painter/ Designer | C++ | C# | Git | Perforce | Adobe CS

## EDUCATION

**2024**  
02/2024 - 06/2024

### CAS Computer Science I at ZHAW, Zurich

C | C++ | Python | Arduino | SQL

**2023**  
01/2023 - 12/2023

### Lecturer Immersive Technologies

Lucerne University of Applied Sciences and Arts  
Unreal Engine 4 & 5 | Blender | Virtual Reality

**2019 - 2020**  
02/2019 - 03/2020

### CAS Object Oriented Programming at ZHAW, Zurich

C# | Java

**2016 - 2017**  
02/2016 - 06/2017

### Master of Arts ZFH in Design with a Specialization in Interaction Design (core subject Game Design) at ZHdK, Zurich

Master thesis : "Game Guidance - Leitsysteme in Open-World Games"  
Supervisors : Beat Suter, Mela Kocher, René Bauer  
Highlighted in ZHdK "Highlights" and published in two publications:

- [Games and Rules: Game Mechanics for "The Magic Circle"](#)  
Beat Suter / Mela Kocher / René Bauer (eds.) (2018)
- [Architectonics of Game Spaces: The Spatial Logic of the Virtual and its Meaning for the Real](#)  
Andri Gerber / Ulrich Götz (eds.) (2019)

Unreal Engine 4 | Unreal Visual Coding | Blender

**2014 - 2015**  
08/2014 - 08/2015

### Master of Science ETH in Architecture at ETH Zurich, Zurich

Master thesis : Sports center in Zurich  
Supervisor : Prof. Dietmar Eberle  
Vectorworks | Rhino | ArchiCAD | Cinema 4D | Adobe CS

**2008 - 2014**  
08/2008 - 03/2014

### Bachelor of Science ETH in Architecture at ETH Zurich, Zurich

Vectorworks | Rhino | ArchiCAD | Cinema 4D | Adobe CS

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## PROFESSIONAL SKILLS AND COMPETENCES

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### PROFESSIONAL SKILLS

Software Development (Junior) | Software Product management (Senior) | Agile | Scrum | Requirement Engineering | Real-time visualizations and applications (Virtual Reality) | Computer-generated Imagery (CGI) including 3D modelling, texturing, rendering, compositing, image processing and illustrating | Architecture including designing and consulting.

### SOFTWARE SKILLS

Unreal Engine 4 & 5 | Blender | GIT | Perforce | C# | C++ | Python | SQL | Azure DevOps | Jira | MudBlazor | Figma | VS | Docker | Java | Adobe CS

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### LANGUAGES

German	Mother tongue
English	Fluent
French	Basic communication

*References upon request.*

*Feel free to visit my website: <https://francinerotzetter.com>*

### SOFT SKILLS

Communication skills : I always keep internal and external stakeholders fully up to date by means of active communication | Planning and organization skills : Even under great pressure of work I prioritize my work correctly and meet agreed deadlines | Teamwork : for me, working in a team brings joy and creativity.