

## Francine Rotzetter.

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



Portfolio: <https://francinerotzetter.com>

### EXPERIENCE

**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

**2021 - 2022**  
01/2021 - 09/2022

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

- 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

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## EDUCATION

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**2023 - current**  
01/2023 - current

**Lecturer Immersive Technologies**  
Lucerne University of Applied Sciences and Arts

**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

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++ | Java | Adobe CS

### 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.

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## LANGUAGES

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German	Mother tongue
English	Fluent
French	Basic communication

*References upon request.*

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