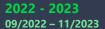
Francine Rotzetter.

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

Portfolio:

https://francinerotzetter.com





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 | Subsance 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

2023 - current Lecturer Immersive Technologies

01/2023 - current Lucerne University of Applied Sciences and Arts

2019 - 2020 CAS Object Oriented Programming at ZHAW, Zurich

02/2019 - 03/2020 C# | Java

2016 - 2017 Master of Arts ZFH in Design with a Specialization in Interaction Design 02/2016 - 06/2017

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

08/2014 - 08/2015 Master thesis: Sports center in Zurich

Supervisor: Prof. Dietmar Eberle

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

2008 - 2014 **Bachelor of Science ETH in Architecture at ETH Zurich, Zurich**

08/2008 - 03/2014 Vectorworks | Rhino | ArchiCAD | Cinema 4D | Adobe CS

PROFESSIONAL SKILLS AND COMPETENCES

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.

LANGUAGES

German Mother tongue

English Fluent

French Basic communication

References upon request.

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