Francine Rotzetter.

Diploma of Advanced Studies (DAS) in Computer Science ZHAW Zürich |
Master of Arts ZFH in Design with a Specialization in Game Design ZhdK Zürich |
Master of Science ETH Zürich in Architecture

Portfolio: https://francinerotzetter.com

EXPERIENCE

2024 - current
02/2024 – current

Software Engineer 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 | ASP.NET Core | Rider |

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 | 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

2025
02/2025 - now

CAS Software Engineering at ZHAW, Zurich
Requirement Engineering | Software Architecture | Testing

2025
02/2025

Diploma of Advanced Studies (DAS) in Computer Science at ZHAW, Zurich
CAS Object Oriented Programming (2020), CAS Computer Science I & II (2024/25)
C | C++ | C# | Java | Python | Arduino | SQL | OSI-Layer | Distributed Computing | Virtualization

2023
01/2023 – 12/2023

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

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

PROFESSIONAL SKILLS AND COMPETENCES

PROFESSIONAL SKILLS

Software Enigneer (Junior) | Software Product management (Senior) | Agile | Scrum Master | 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 | Rider | ASP.NET Core

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**