

Florian Loew



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Date of Birth: 7.11.2006
Nationality: Swiss

Education

PortaNova, Feldmeilen – *Secondary School, Level A*

August 2020 - July 2023

Swiss International School, Männedorf – *Primary School*

August 2014 - July 2020

Bilingual in English and German

Sports

Scouts

Outdoor activities every Saturday with the Wulp Scouts of Küsnacht.

Skiing

Whenever possible, I go skiing with some of my friends almost every weekend in winter. This past winter, I also started snowboarding.

Electric Skateboarding with Onewheels

With friends, I do tricks, trails and races together on our Onewheels.

Hobbies

Guitar

November 2021 - today

I currently play indie rock music, but my goal is to play in a band one day.

IT Projects

2014 - today

I have been working on IT projects of increasing complexity for many years. In doing so, I am constantly learning new things with the help of the internet (e.g. Reddit, Discord, Youtube, Stackexchange).

You can find my most significant projects on the next page. Or on my homepage.

IT-Knowledge

Some Java and C#
Game Development in Unity

Blender 3D

Videos created with the help of
Adobe Premiere Pro and OBS

Linux Server Setup
incl. Docker

Languages

German - Mother tongue
English - Second mother tongue
French - School knowledge

References

Simone Barth, Class teacher
+41 77 334 42 34

Chris Goetsch,
Head of School, English teacher
+41 76 575 64 45

Tim Frey, Senior Consultant Public
Affairs <https://cr-k.ch>
+41 78 635 96 14

Homepage:

<https://Battino.ch/>

IT-Projects

Server Hosting

January 2019 - today

I maintain a couple of Linux servers that run on old office PCs. These servers offer an easy-to-use interface for hosting games and communication servers with the help of the open-source project Pterodactyl. At the moment I Host and maintain 4 game servers for my friends and me. Information about how to try it for yourself is on my website.

Anwendungen:

- Discord Bots (Music Bot)
- Minecraft Server
- FiveM
- MySQL

Blender 3D

June 2018 - today

Creation of photo-realistic or game-like animations using virtual objects that I have made myself.

Game Development

April 2020 - März 2022

Weekly participation at an online workshop at ID-Tech:

- Unity Game Development
- Minecraft Mods in Java
- Javascript for dynamic HTML

Sample project:

Gravity2D – *Physics-based 2D puzzle game*

I developed a game, from scratch, entirely in C# in Unity. It's puzzle platformer, with inspiration from the Portal franchise.