



# Lars Gohde

## Game and Shader Programmer

**Portfolio:** [lars-goh.de](http://lars-goh.de)

**Email:** gohde.lars@outlook.com

**Location:** Bavaria, Germany

**Date of Birth:** 28.03.2005

### About Me

The feeling of seeing others play and enjoy my creations is what drives me. This passion for game development is directly linked to my long-term ambition of building a career and life in Japan.

### Skills:

- **Programming:** Gameplay Feature Development, Debugging, Prototyping
- **Software:** Unreal Engine, Diversion, Visual Studio, Visual Studio Code
- **Agile/Scrum:** Experience in Scrum using Codecks
- **Teamwork:** Experience working in diverse teams of 3 to 10 members
- **Languages:** German (Native), English (Fluent), Japanese (Learning)

### Hobbies:

- **Computer games:** Mostly MOBA and Shooters like League of Legends and Rainbow Six Siege
- **Martial arts:** Member of Bujinkan Furyu Dojo Neu-Ulm since Fall 2024

### Projects

**FLOAT** (Unreal Engine) A hand-tracking puzzle game for Meta Quest 2+, designed to capture motion data for [MyoMod's](#) myoelectric prosthesis development.

- **Key Contributions:** Developed fundamental gameplay systems, editor utilities, Animation Blueprints, shaders and visual effects. Optimized the game to run at a stable 72FPS on limited VR hardware (dual-eye rendering).

**God of a Cult** (Unreal Engine) A 3D point-and-click adventure game.

- **Key Contributions:** Solo-project where I architected a data-driven system using DataTables to allow for easy content additions by designers. Implemented reusable widgets, level streaming, save-system, localization, and voiceover systems.

### Achievements

- **Winner:** [Best Student Game Awards 2025](#) (Meaningful Game), [Deutscher Multimediapreis mb21](#)
- **Nominee:** [XRC25](#) (Young Talent and Community Award)
- **Exhibited at:** Gamescom 2025 ([Business & Indie Area](#)), GermanDevDays 2025, Play!Con
- **Game Jams:** Winner: HNU Game Jam ([2024](#) & [2025](#))
- **Member:** Meta Horizon Start Community

### Work Experience

#### Tutor at HNU

*October 2025 – January 2026*

- Taught C# and Godot fundamentals to students and assisted students with debugging their projects.

### Education

#### Neu-Ulm University of Applied Science

*Since March 2024*

- Game Production and Management