

SIMON CLEMENS

SOFTWARE ENGINEER

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www.wavewiredev.com

OVERVIEW

Dedicated game developer with a strong passion for gameplay systems, AI behavior, and immersive mechanics. Experienced in C++, Unreal Engine, and small-team leadership. A fast and self-driven learner who thrives in creative environments, comfortably taking initiative and delivering results without close supervision. Always striving to grow and bring creative ideas to life through clean code and thoughtful design.

WORK EXPERIENCE

Lead Programmer

Thicket Games LLC, Illinois | January 2025 - Present

- Working on a UE5 multiplayer open-world project.
- Implementing and planning core system.
- Performance optimization and project-wide debugging.
- Managing and tutoring programmer team.

Software Developer

NAVAX GmbH, Cologne | July 2023 – July 2024

- Working on ERP software for leasing automation.
- Learning AL for Microsoft Dynamics from scratch.
- Refactoring and debugging the flagship product HENRI.
- Coordinating programmers, leading DevOps meetings.

PERSONAL PROJECTS

Horror-themed FPS “SYMBIOSIS”

- Fast-paced shooter with horror influences.
- Using dynamic audio with FMOD.
- Location-based damage and responsive enemy AI.
- Made in Unity for Acerola Game Jam.

Survival Horror Game “THE STAIRWELL”

- Slow-burn exploration with low-resolution rendering.
- ‘Stay in the light’ survival mechanics.
- Matchstick collection system for progress in lethal darkness.
- Minimalist story with environmental storytelling.

More on portfolio: www.wavewiredev.com

EDUCATION

Bachelor’s degree (incomplete)

Computer Science
Bonn University
2021-2023

Bachelor’s degree (incomplete)

Physics
Bonn University
2017-2021

Bachelor’s degree (incomplete)

Japanese, Music, French and CS
Bonn University
2011-2017

TECHNICAL SKILLS

- C++, C#
- Unreal Engine
- Unity Engine
- Version Control (Git, Perforce)
- Azure DevOps
- FMOD Studio

LANGUAGES

- German (Native)
- English (Fluent)
- French (Fluent)
- Japanese (Basic)