Tobias Heukäufer

Programmer & Technical Lead · Berlin

CONTACT

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thetobz.com

LinkedIn

SKILLS

Unity

C#

HLSL & Shader Graph

Performance optimisation & benchmarking

Technical art

Blender & 3D modelling

Technical leadership

EDUCATION

Game Design
University of Europe for Applied Sciences, Berlin

PROFILE

Game programmer with more than five years at Berlin studio Paintbucket Games, including technical lead roles on two projects. I work mainly in Unity and C# and do a lot of performance optimisation and benchmarking across the studio's games. My background is in 3D, and I have a soft spot for tech art and shaders.

EXPERIENCE · PAINTBUCKET GAMES, BERLIN

Technical Lead · SOKO 1977: Anti-Terror Task Force

In development · release planned Q1 2027 · PC, Mac · for the Federal Agency for Civic Education (bpb)

Technical lead on a historical deduction game.

Technical Lead · A Night at Moka Efti: A Babylon Berlin Story

Released September 2026 · PC, Mac · for SWR / ARD

Technical lead on a narrative adventure made for the final season of the TV series Babylon Berlin.

Programmer · The Darkest Files

Released March 2025 · PC, Mac, Nintendo Switch

Programmer on a historical investigation and courtroom game.

Programmer · Serious games & educational apps

2024 – 2026 · iOS, Android, Browser

Wer ist Bilal? (2026), Max Mannheimer – ben jakov (2025), ErinnerungsZeit (2024), Erinnern. Die Kinder vom Bullenhuser Damm (2024), ELECTRIFYtoday (2024).

Intern, then Working Student · Programming

Beholder 3 (released 2022)

Joined the studio as an intern and stayed on as a working student programmer.