



JOHANNES AMBROSCH

Unity C# Developer, VR & AR Enthusiast

PROJECTS

Planet Lingo

VR-based Spanish learning game (soon-to-be pivoted to German) for Oculus Quest 2, part of last year's ELP projects

MathMania

VR and AR math learning app, with exercises consisting of stories taken from real companies, who pay for employer branding

Brainhero

At-home neurofeedback training for autists, as a tablet game
Published 2022 on Google Play Store and Apple App Store

WORK EXPERIENCE

2021 - now

Senior Software Developer
Brainhero GmbH
Fuchsthallergasse 2/10, 1090 Wien

2019 - 2022

Co-founder, CTO
MathMania
Shut down in 2022

2017 - 2019

Research assistant - VR / AR
Digitech research group
Matthias Corvinus-Straße 15, A-3100 St. Pölten

EDUCATION

INTERACTIVE TECHNOLOGIES (MSc)

St. Pölten UAS
Masterclass: VR & AR technologies
Thesis: Hybrid development for AR

MEDIA TECHNOLOGIES (BSc)

St. Pölten UAS
Real-time Engines, Game Dev
Thesis: AR Data Visualization

SOFTWARE SKILLS

C#



JavaScript



Java



HTML, CSS



Unity Engine



Adobe CC



Design Thinking



Scrum



CONTACT

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ABOUT ME

Date of birth : 14 Mar 1995

Nationality : Austria

Engine type : Caffeine-based

LANGUAGES

German

English

Dutch

Spanish

REFERENCES

Huang Chen
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Co-Founder MathMania

FH-Prof. Dr.
Thomas Moser
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Digitech research group