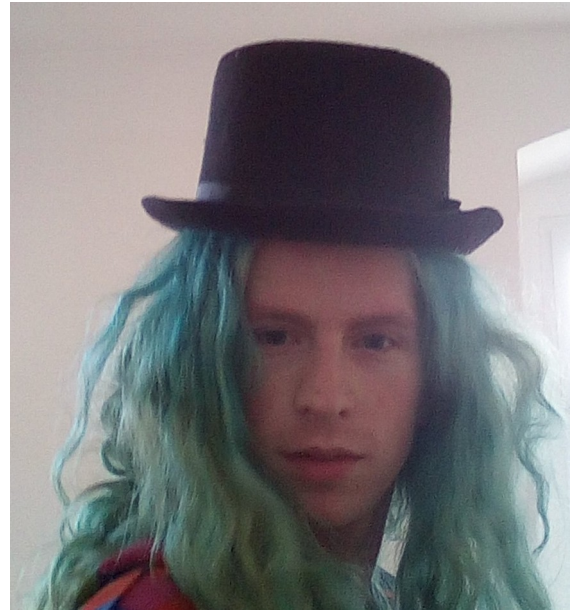


Ronja Böhringer



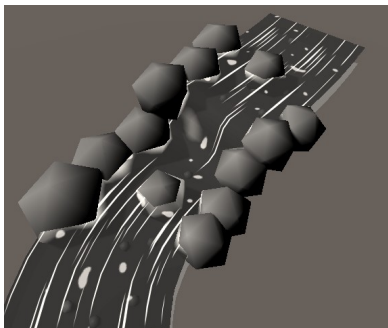
I went to University for 3 years (Mediainformatics and interactive entertainment, which in this context means “video games”). At my time there I was one of the leads of the programming team at our graduation project of over 70 students (<https://www.youtube.com/watch?v=T6hEDq4kqv8>) and represented the university at gamescom in 2017.

Then I worked at Chasing Carrots for almost a year where I mainly worked on Good Company (<https://www.goodcompanygame.com/>).

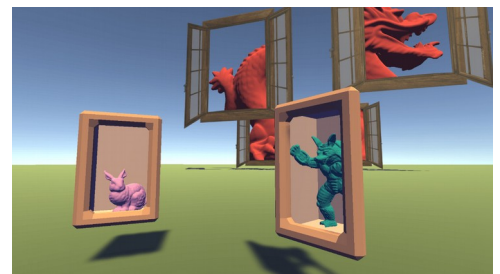


After that I started freelancing as a generalist programmer with a strength in graphics programming. As a freelancer I worked among other projects on Curious Expedition 2 and a so far unreleased learning game for Cappelen Damm to help children in basic school.

Apart from the work I get paid for, I was also very active in the Stuttgart LGBT scene, being an organizer at the queerdenker group (<https://queerdenker-stuttgart.com/>) for 1.5 years, organizing the “Mission Trans” group for pride and being part of the first trans pride of Stuttgart.



And I uploaded 50 tutorials over the last years to my website <https://www.ronja-tutorials.com> where I explain lots of things about unity shaders to beginners in an accessible way for free.



Over that time I also made many small projects, some of them at game jams, many of which are accessible on my itch account: <https://redye.itch.io/>

So now I’m 23 years old, looking into the future and seeing what I can do next. I think I’ve built up the skillset that I can make and sell my own game ideas so that’s what I hope to do next.