

Reference

Mr. Christoph Brucksch, born on 15th April 1988, was employed in our company as Unity Developer from 1st June 2020 until 30th November 2020.

Travian Games GmbH, based in Munich, is an established provider in the development and publishing of online games, with growing involvement in the mobile market. The medium-sized company offers players around the world complex and multi-layered game worlds which deliver great gaming depth and long-lasting motivation. The product portfolio is translated into up to 39 languages and played throughout the whole world.

In his role as Unity Developer, Mr. Christoph Brucksch's tasks and responsibilities mainly encompassed the following activities:


- Working on new features for our products "Arkheim" and "Travian Legends" (Mobile) using Unity3D
- Extending the internal TGFramework responsible for the internal communication of all Unity Games at Travian Games
- Supporting the implementation of interfaces for the communication with Backend's RestAPI and GraphQL API
- Implementation of auto generated code
- Implementation of Unit Tests
- Working in a Kanban and Scrum environment using Jira, Bitbucket and Confluence

Mr. Brucksch is leaving our company today within the probation period.


We regret his leaving very much, thank him for his good cooperation and wish him all the best and continued success in his professional and personal future.

Munich, 30th November 2020

Travian Games GmbH



Miroslava Moreno Rodriguez
Senior Project Lead



Melanie Kohwagner
Head of HR