

# Moritz Nonnemann

FREELANCE SOFTWARE ENGINEER & UNREAL ENGINE DEVELOPER

Software Engineering • Unreal Engine • Debugging & Release Support • Rapid Prototypes  
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## PROFILE

I work as a hands-on implementation partner for founders, studios, and product teams. My projects range from internal tools and product features to Unreal Engine gameplay systems, debugging, and production support.

My focus is to build work that is clear to review, practical to maintain, and stable enough to hand over.

## WHAT CLIENTS HIRE ME FOR

- Custom software development for internal tools, workflows, automation, and product features
- Unreal Engine feature implementation, gameplay systems, UI integration, animation setup, and Sequencer support
- Rapid prototyping and technical validation for software or gameplay concepts
- Bug fixing, refactoring, build stabilization, and release-oriented technical cleanup

## PRODUCTION CONTEXT

Alongside freelance work, I also contribute to active game production through VoidLab, the studio behind Fall in Duty. That keeps my engineering decisions grounded in real production constraints: iteration speed, maintainability, and shipping discipline.

## COLLABORATION LANGUAGES

German (native) and English (fluent). Written-first collaboration works especially well for my remote delivery, reviews, and technically precise decision-making.

## BEST FIT

- Teams blocked by bugs, technical debt, or missing implementation capacity
- Founders who want a direct technical partner from scoping to handover
- Studios that need reliable execution or targeted technical support

## WORKING STYLE

- Clear scope, milestones, and realistic estimates
- Written-first updates and concise decisions
- Maintainable code and practical documentation
- Collaboration in German or English; written communication is possible in any language.

## ENGAGEMENT

- Direct contracts and invoicing
- NDA before detailed scoping
- Multi-currency billing
- Bank transfer or Wise

## SERVICE PORTFOLIO

### SOFTWARE ENGINEERING

Internal tools, business workflows, automation, and product features built with a pragmatic delivery mindset — clean enough to maintain, lean enough to ship.

### TECHNICAL PROBLEM SOLVING

Root-cause debugging, refactoring, build stabilization, regression-safe fixes, and targeted cleanup when a project needs to move from unstable to reliable.

### UNREAL ENGINE DEVELOPMENT

Gameplay features, UI, animation logic, Sequencer-driven behavior, bug fixing, project cleanup, and production support in Blueprint/C++ environments.

### RAPID PROTOTYPES & VALIDATION

Fast proof-of-concept work to test risky assumptions, compare technical options, or validate gameplay and product directions before larger investment.

## SELECTED TECHNICAL COVERAGE

<b>Languages</b>	C++, C#, Java, JavaScript/TypeScript, Dart, SQL, HTML/CSS, Shell, PowerShell
<b>Product / Web / App</b>	Flutter, Firebase, Astro, Tailwind CSS, Node.js, React, .NET MAUI, Spring, Bootstrap
<b>Game Development</b>	Unreal Engine (Blueprint/C++), gameplay systems, UI integration, animation setup, AnimBP, Montages, State Machines, Sequencer
<b>Quality &amp; Delivery</b>	JUnit, Playwright, regression testing, GitHub Actions, Docker, Gradle, Maven, Jenkins
<b>Data &amp; Infrastructure</b>	MySQL, Firestore, MongoDB, Elasticsearch, Cloudflare Pages, Firebase Auth, Hosting, and Functions

## ENGAGEMENT & PUBLIC LINKS

### DELIVERY & COMMERCIAL

- Direct contracts and direct invoicing available
- NDA can be signed before detailed scoping
- Structured milestones and short feedback loops
- Handover includes practical documentation and next-step recommendations
- Additional work samples can be shared on request where NDA or production confidentiality limits public publication

### PUBLIC PROFILES

**Website:** [moritznonnemann.com](https://moritznonnemann.com)

**GitHub:** [github.com/FieteGM](https://github.com/FieteGM)

**LinkedIn:** [linkedin.com/in/moritz-nonnemann](https://linkedin.com/in/moritz-nonnemann)

**Upwork:** [upwork.com/freelancers/~017ddd8899a024736c](https://upwork.com/freelancers/~017ddd8899a024736c)

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Available for software development, Unreal Engine implementation, debugging, and rapid prototype work.  
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