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## Work Experience

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- Jun. 2014 – present      Junior Level Designer  
Intern  
Studio Grimlore Games, Munich (Germany)  
Project: Spellforce III
- Visual Design of landscapes
  - Designing gameplay scenarios
  - Research of the previous titles and creating a story bible
- Mar. 2014 – present      Level Designer  
Freelancer  
Studio SureAI, Munich (Germany)  
Project: Enderal - The Shards of Order
- Planning and creating dungeons for different settings
- Apr. 2015 – Aug. 2015      Temporary Lecturer for Level Design  
Freelancer  
University of Media Design, Munich (Germany)
- Preparing and executing lectures
  - Teaching the work process of Unreal Engine to the students through practical tasks
- Oct. 2013 – Dec. 2013      Junior Level Designer  
Intern  
Exchange program from MedienCampus Bayern e.V.  
Studio Beenox, Québec City (Canada)  
Project: The Amazing Spider-Man 2 : The Video Game
- Learning the basics of Level Design
  - Creating side missions under supervision
- Jul. 2009 – Sep. 2012      System Programmer  
Employee  
Data Centre at the University of Augsburg (Germany)
- Programming an Identity-Management-System (Python)
  - Programming a Web Portal for managing Accounts (Perl)
  - Programming smaller applications (C++)

## Education

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- Oct. 2012 – Mar. 2016    Bachelor of Science in Game Design  
Scholarship student  
University of Media Design, Munich (Germany)  
Bachelor Thesis: “Player Navigation in 1st/3rd person games”  
German Grade: 2,0 | GPA: A-
- Nov. 2006 – Jul. 2009    IT Specialist of software development  
Apprenticeship, dual education system  
School: Berufsschule VII in Augsburg (Germany)  
Company: Head office at the University of Augsburg (Germany)
- Installing, administrating and monitoring server systems and databases
  - Planning, designing, executing and documenting smaller software projects
  - Providing support for employees

## Certifications

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- May 2015    Roman Architecture  
MOOC Course at coursera.org.  
This course was an introduction to the great buildings and engineering marvels of Rome and its empire. It emphasizes on urban planning, individual monuments and their decoration, including mural painting.
- May 2015    Vernacular Architecture in Asia  
MOOC Course at edX.org.  
This course covered topics such as the interaction between people, their culture and the vernacular landscape, additionally to native building materials and climate. It has a special emphasis on the built heritage of Asia.
- Nov. 2011    Project Manager  
At the University of Augsburg  
The course focused on different kinds of project management in terms of projects and leading style. It focused on the interaction between team members and how to lead a successful project through its different stages.

## Skills & Qualification

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Languages	German, native speaker English, fluent
Engines	Unreal 4, Creation Kit, Unity
Software	Adobe Photoshop, Adobe Illustrator, 3Ds Max, Maya, zBrush Visual Studio, Eclipse, Perforce, CVS, Mercurial Microsoft Office Suite, Latex
Programming	C++, Java, Blueprints, Lua, Python, Perl HTML, CSS, XML, XSL, LaTeX MySQL, LDAP, SQLite3