

Rebecca Nöll **Game Designer**

I am an experienced Game Designer with a **diverse skill set**. In my studies and my professional work, I have been involved in designing games of **various genres**, including puzzle games, narrative games and multiplayer experiences.

I have a **logical and structured** approach to my work and am able to **quickly adapt and learn** new skills and programs.

WORK EXPERIENCE

SINCE FEBRUARY 2022

VR Game Designer

DEUTSCHES MUSEUM MÜNCHEN // COLOGNE GAME LAB

Working on various VR concepts and creating a psychological VR experiment on the differentiation between fear and anxiety

- writing a compelling concept document for a grant application
- giving advice on the planning and execution of future XR projects
- designing levels for virtual non-euclidean spaces

MARCH - DECEMBER 2021 9 months

Lead Game Designer for Border Zone

COLOGNE GAME LAB

Designed a location-based AR Application in cooperation with Stiftung Preußische Schlösser und Gärten

- created immersive storytelling mechanics for mobile AR
- helped to organize and document the work of 15 developers
- cooperated closely with the programmers and tested new scripts and editor tools

MARCH 2020 - AUGUST 2021 15 months

Lead Game Designer for VR Time Travel

COLOGNE GAME LAB

Designed a co-location VR experience in cooperation with the German Museum Nürnberg

- led the design department in a team of 20+ people
- designed for a diverse museum audience
- created a unique VR multiplayer experience that's played by dozens of people every day

2012 - 2013 AND COMISSIONAL WORK 19 months

Graphic Designer for Interactive Media

HAGEMANN BILDUNGSMEDIEN GMBH // DÜSSELDORF

Designed graphics and implemented functionality of interactive school media for an educational publisher

- composed and designed educational media
- integrated content with HTML and CSS
- was given creative ownership of products

Email me at

hello@rebeccanoell.com



DESIGN SKILLS

VR Design Gameplay
Level Design UI Design
UX Design Narrative Design
Prototyping

TECHNICAL SKILLS

Unity C# Scripting
Unreal Engine HTML

VISUALIZATION SKILLS

Illustrator Photoshop
InDesign Premiere

MANAGEMENT SKILLS

Jira Scrum/Agile
Source Control Presenting
Documentation

LANGUAGES

German English (C1)

INTERESTS

tabletop gaming drawing
baking playing the piano
hiking with friends
craftsmanship

TEACHING EXPERIENCE

SINCE MARCH 2022

Lecturer for Experience Design

UNIVERSITY FRESENIUS // COLOGNE

Teaching students of the Game Design & Management course about the principles of User Experience

- relying completely on self-organization
- creating concise and educational lecture content
- advancing my knowledge of Game UX and best practices

INTERNATIONAL EXPERIENCE

SEPTEMBER 2019 - DECEMBER 2019 3 months

Visiting Student

ABERTAY UNIVERSITY // DUNDEE

Studied abroad at Abertay University in Scotland and participated in the Game Design and Production bachelor program

AUGUST 2012 - OCTOBER 2012 3 months

Work & Travel

KRONENHOFF GUESTHOUSE // KIRKWOOD

Worked full-time as waitress in South Africa as part of a Work & Travel program with subsequent exploration of the country

EDUCATION

FEBRUARY 2021

Exploring the Concept of Affordance in Virtual Reality

BACHELOR THESIS IN DIGITAL GAMES

Asked the question whether the concept of affordance can be of use in the creation of Virtual Reality applications

- proposed a new model for measuring intuitiveness in VR
- created a VR prototype for intuitive game design
- has currently been read by over 400 people on Research Gate

2017 - 2021 4 years

Student of Digital Games (B.A.)

COLOGNE GAME LAB // TH KÖLN

concluded with BA Digital Games (1.1)

2013 - 2017 4 years

Student of Integrated Design (B.A.)

KÖLN INTERNATIONAL SCHOOL OF DESIGN // TH KÖLN

Find my portfolio at
www.rebeccanoell.com



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