

I am a Game Designer with three years of professional experience and a Bachelor's degree in Digital Games. My focus until now have been VR usability and system design, but I am always open to new challenges. I have a logical and structured approach to my work and am able to quickly adapt and learn new skills and programs.

WORK EXPERIENCE

AUG 22 - NOW **Game Designer** LIMBIC ENTERTAINMENT

9 MOS. *Working on an unannounced title*

- conception and elaboration of big interconnected systems
- writing detailed documentation for implementation purposes
- milestone deliveries and communication with stakeholders

FEB 22 - JUL 22 **VR Game Designer** DEUTSCHES MUSEUM MÜNCHEN // COLOGNE GAME LAB

6 MOS. *Worked on various VR concepts and creating a psychological VR experiment on the differentiation between fear and anxiety*

- wrote a compelling concept document for a grant application
- advised the planning and execution of future XR projects
- level design for non-euclidean spaces in VR

MAR 21 - DEC 21 **Lead Game Designer (Project Border Zone)** COLOGNE GAME LAB

9 MOS. *Designed a location-based AR Application in cooperation with Stiftung Preußische Schlösser und Gärten*

- created immersive storytelling mechanics for mobile AR
- cooperated closely with programmers and tested new scripts and editor tools
- fulfilled Scrum Master role and supported project management
- helped to organize and document the work of 15 developers

MAR 20 - AUG 21 **Lead Game Designer (VR Time Travel)** COLOGNE GAME LAB

15 MOS. *Designed a co-location VR experience in cooperation with the German Museum Nürnberg, currently displayed in Nürnberg*

- designed for a diverse museum audience
- created an accessible VR multiplayer experience that's played by dozens of people every day since September 2021
- led the design department in a team of 20+ people

2012 - 2013 **Graphic Designer for Interactive Media** HAGEMANN BILDUNGSMEDIEN // DÜSSELDORF

19 MOS. *Designed graphics and implemented functionality of interactive school media for an educational publisher*

- designed and composed educational media
- took creative ownership of delivered products
- integrated content with HTML and CSS



DESIGN SKILLS

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

TECHNICAL SKILLS

- Unity
- C# Scripting
- Unreal Engine

VISUALIZATION SKILLS

- Illustrator
- Photoshop
- InDesign
- Premiere

OTHER SKILLS

- Jira
- Scrum/Agile
- Confluence
- Source Control
- Presentations
- Documentation

LANGUAGES

- German
- English (C1)

INTERESTS

- tabletop gaming
- drawing
- baking
- playing the piano
- hiking with friends
- craftsmanship

TEACHING EXPERIENCE

Lecturer for Experience Design

2022 UNIVERSITY FRESENIUS // COLOGNE

1 TERM *Taught students of the **Game Design & Management** course about the principles of User Experience*

- carefully prepared well-structured educational content
- engaged students with lectures and practical work
- advanced my knowledge of Game UX and best practices

INTERNATIONAL EXPERIENCE

Visiting Student

SEP 19 - DEC 19 ABERTAY UNIVERSITY // DUNDEE, SCOTLAND

3 MOS. *Studied abroad at Abertay University in Scotland and participated in the **Game Design and Production** bachelor program*

Work & Travel

AUG 12 - OCT 12 KRONENHOFF GUESTHOUSE // KIRKWOOD, SOUTH AFRICA

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

EDUCATION

Exploring the Concept of Affordance in Virtual Reality

NOV 20 - JAN 21 BACHELOR THESIS IN DIGITAL GAMES

3 MOS. *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
- currently been read by over 1200 people on Research Gate

Student of Digital Games (B.A.)

2017 - 2021 COLOGNE GAME LAB // TH KÖLN

4 YR. *Concluded studies with BA Digital Games (1.1)*

- created several games in small teams and on my own
- gained practical knowledge in all areas of game development
- learned about game design theory and media studies

Student of Integrated Design (B.A.)

2013 - 2017 KÖLN INTERNATIONAL SCHOOL OF DESIGN // TH KÖLN

4 YR. *Gathered experience in a wide area of design-related subjects*

- taught myself layouting and graphic design
- frequently presented and pitched my design ideas
- got an impression of the multifacetedness of design craft



DESIGN SKILLS

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

TECHNICAL SKILLS

Unity C# Scripting
Unreal Engine

VISUALIZATION SKILLS

Illustrator Photoshop
InDesign Premiere

OTHER SKILLS

Jira Scrum/Agile
Confluence Source Control
Presentations Documentation

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German English (C1)

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