

# Personal Data Sheet

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## Personal Data

date of birth	21.02.85
birthplace	Hadamar
marital status	married

## Practical Experience

2017 - 2018

Consulting and Programming for Innomedic GmbH, for the DePuy Synthes MAXFRAME medical device (3D visual component of a medical web application, developed in Unity 3D)

Additional programming for mindtrigger AccuraSeat.

2016

Programming for Pop Rocket Studios, an educational city driving simulation, TBA (developed with Unity 3D)

Programming for the company mindtrigger, implementation of an online database interface for the AccuraSeat 3D stadium ticketing system for Schalke 04 (developed with Unity 3D)

Programming and technical consulting for Cerberus Interactive LLC, laying the basis and giving tutorials for the creation of the “Condor Country” game (Unity3D, released on the Google Play store)

2015 - 2016

Programming, Game Design Consulting for “Dark Matty”, an Arcade Game for iOS and Android (developed with Unity 3D)

Programming, Game Design Consulting for “Klin Zha”, a multi player Klingon Chess variant for iOS and Android (developed with Unity 3D)

Programming and consulting for unreleased prototypes

2014

Design, programming and release of “Quest for Revenge”, an action RPG for iOS and Android (developed with Unity 3D)

Additional Programming for Secret Christmas Tale (developed with Unity 3D)

2013

Design and programming of a prototype for the turn based strategy game “War of Nations” (developed with Unity 3D)

Design, programming and release of “Temple Tour”, a free-to-play adventure game for iOS and Web (developed with Unity 3D)

Programming (mainly in-app purchase functionality and multiplayer) and artwork for Secret Christmas Tale, a 2D arcade game for mobile (developed with Unity 3D)

Programming for Various Non-Released prototypes (developed with Unity 3D)

since August 2012

Self-employed as “Layered Mind”:

Design, programming and release of the puzzle game “Color Souls” for iOS and Web (developed with Unity 3D)

Programming for Various Non-Released prototypes (developed with Unity 3D)

March 2011 – July 2012	<p>employed at Bronx Studios Entertainment:</p> <p>Game Designer and Programmer for the project “Space-Rat Xplode!” (developed with Unity3D), (released March 15<sup>th</sup>, 2012 for Windows and OS X), a casual multi player action game</p> <ul style="list-style-type: none"> <li>• level design</li> <li>• gameplay tweaks</li> <li>• organization and execution of internal tests</li> <li>• bugfixing</li> </ul> <p>Game Designer, Programmer and Project Manager for the Arcade iOS title “Nightmare Teddy” (released March 2017), developed with Unity3D</p>
September 2010 - February 2011	<p>internship at Deck13 Interactive:</p> <p>Content Integration and game design for the project “Tiger &amp; Chicken”</p> <ul style="list-style-type: none"> <li>• skills and skill tree</li> <li>• item stat balancing</li> <li>• combat design</li> <li>• level design</li> <li>• quest and dialogue scripting</li> <li>• GUI mockups</li> </ul>
Juli 2008 – August 2008	<p>internship at the ZGDV Darmstadt: examination and evaluation of the Nebula-Engine</p>
2004 – 2005	<p>civil service at the retirement home “Altenheim Wichernstift” in Limburg an der Lahn</p>

## Education

wintersemester 2007 - sommersemester 2010	<p>studies of “Digial Media – Animation &amp; Games” at the “Hochschule Darmstadt”; graduation as Bachelor of Arts</p>
summersemester 2007	<p>game projekt in preparation for the studies of “Digital Media” (Asteroids-clone in C++ with DirectX)</p>

wintersemester 2005/06 - wintersemester 2006/07	studies of “Elektrotechnik und Informationstechnik” at the TU Darmstadt
1995 – 2004	secondary school “Fürst-Johann-Ludwig-Schule” in Hadamar, graduation in 2004

## Experiences with Game Design

projects in the context of my studies

mapping and modding for several games

game design for “Tiger & Chicken” during the internship at Deck13 Interactive

leading position for a small project “Space-Rat Xplode” at Bronx Studios

project management, game design and programming for the iOS Mini-Game  
“Nightmare Teddy”

Projects as “Layered Mind”:

- puzzle game “Color Souls”
- turn based strategy game “War of Nations”
- adventure mini-game “Temple Tour”
- mobile action RPG “Quest for Revenge”
- chess-like board game “Klin Zha”
- Arcade Breakout-like game with Space Invaders elements “Dark Matty”

## List of Qualifications

Languages	German (native language) English (good) French (basics)
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Expert Skills	C# and .Net Unity 3D Game Mechanics Design
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## Supplementary Skills

Programming	Java C++
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Scripting and Web	HTML XML JavaScript MSSQL, MySQL Databases JSON CSS ASP.Net PHP Python
3D-Programs	blender 3D Studio Max Maya
2D-Programs	Adobe Photoshop Adobe Flash
Tools	Audacity Office Tortoise SVN GitHub

## Interests and Hobbies

passionate computer gamer

pen&paper role playing games (as player and game master)

board-, dice- and cardgames of all sorts

natural science, physics, zoology, palaeontology

movies and media history

mythology and legends of various cultures

drawing and painting

martial arts