Personal Data Sheet

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Personal Data

date of birth	21.02.85
birthplace	Hadamar
marital status	married

Practical Experience

2022 – 2025	Game Designer and Gameplay Programmer for Ulisses Spiele Digital. I worked on "Hexxen: Hunters", a dark horror turn-based tactics game. My role was to act as a bridge between game design and programming, reviewing game design documents for feasibility and implementing gameplay mechanics for the combat system.
2020 – 2021	Design and Programming of Prototype for storytelling based RPG (TBA).
2017 - 2021	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 arcarde 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	employed at Bronx Studios Entertainment:
	Game Designer and Programmer for the project "Space-Rat Xplode!" (developed with Unity3D), (released March 15th, 2012 for Windows and OS X), a casual multi player action game
	- level design - gameplay tweaks - organization and execution of internal tests - bugfixing
	Game Designer, Programmer and Project Manager for the Arcade iOS title "Nightmare Teddy" (released March 2017), developed with Unity3D
September 2010 - February 2011	internship at Deck13 Interactive:
	Content Integration and game design for the project "Tiger

& Chicken"

- skills and skill tree
- item stat balancing
- combat design
- level design
- quest and dialogue scripting
- GUI mockups

Juli 2008 – August 2008	internship at the ZGDV Darmstadt: examination and evaluation of the Nebula-Engine
2004 – 2005	civil service at the retirement home "Altenheim Wichernstift" in Limburg an der Lahn

Education

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

game design for the tactical turn-based game "Hexxen: Hunters" while working for Ulisses Spiele Digital

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 in the context of my studies

mapping and modding for several games

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 (fluent)
	French (basics)

Expert Skills

Game Mechanics Design
Interactive Story Design
World Design
Unity 3D
C# and .Net

Supplementary Skills

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

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