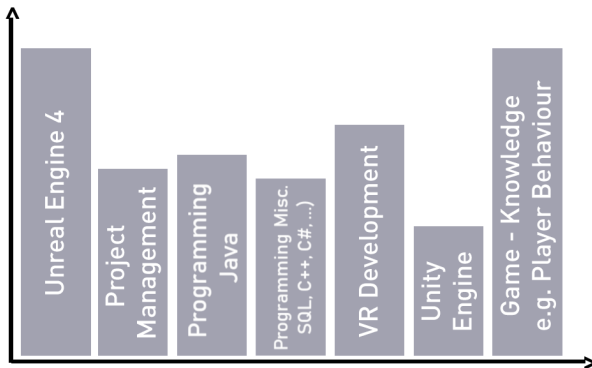




Level Gameplay **Scripter**

>> Hard Skills



>> Availability

PORTFOLIO

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HOME ADDRESS

Schrotzbergstraße 9/23 1020 Vienna



>> Education

- 2011-2014 **Master of Science (Neurobiology)**
University of Vienna,
1010 Vienna, Austria
- 2014-2015 **Diploma in Game Design**
Vancouver Film School
V6B 2V5 Vancouver, BC, Canada
- 2018-Current **Diploma Software Developer (Java)**
WIFI Vienna
Währinger Gürtel 97, 1180 Vienna, Austria

>> Recent Game Projects

MAY.16 - SEP.16 **Wake Up**
COMPANY: Black Cell, Vienna
GENRE: VR 3D Puzzle - Platformer
ENGINE: Unreal Engine 4
ROLE: Level & Gameplay Designer,
Product Owner

JAN.17 - APR.17 **World of Tanks: Frontline**
COMPANY: Bongfish, Graz
GENRE: 3D Tactical Shooter
ENGINE: In-House
ROLE: Level Artist

MAY.17 - MAY.18 **Unannounced Project**
COMPANY: Black Cell, Vienna
GENRE: VR 3D Puzzle - Experience
ENGINE: Unreal Engine 4
ROLE: Level & Gameplay Designer,
Gameplay Scripter (Blueprints),
Product Owner

>> Volunteer Work

JUL.15 - FEB.16 **Central European
Games Conference**
LOCATION: University of Vienna, Vienna
ROLE: Indie Exhibition Coordinator

>> Soft Skills

- Versatility Humour & Wit
- Fast Learner Professionalism
- Team-Player Problem-Solver

>> Ice Breaker

My favourite game at the moment is
God of War! Ask me about it!

