
PERSONAL DATA

Date of Birth	1990-04-24
Place of Birth	Birkenhead (England)
Family Status	Single
Nationality	German

CAREER OBJECTIVE

Game Designer

EDUCATION

Mediadesign Hochschule für Design und Informatik, Berlin Bachelor of Science, Game design	2015 - est. 2018
Technische Universität, Berlin Transport Engineering	2012 - 2015
Freie Universität, Berlin History and Cultural Studies	2011 - 2012
Qantm College, Berlin Interactive Entertainment Design	2009 - 2011
Ecole européenne Bruxelles II, Brussels European Baccalaureate, Art, Geography & Biology	1999 - 2009

EXPERIENCE

Smilegate Games GmbH, Berlin Quality Assurance	2017
Sinnwerkstatt Medienagentur GmbH, Berlin Set Runner	2011
Internationale Jugendgemeinschaftsdienst, Rangsdorf Volunteer - Environmental camp & landscape preservation	2007
Association Concordia, Muvier lès Montpellier Volunteer - Landscape preservation & garden landscaping	2005

CERTIFICATES/DIPLOMES

Mediadesign Hochschule für Design und Informatik, Berlin Modelling Techniques - Advanced Course	2017
Mediadesign Hochschule für Design und Informatik, Berlin Motion	2017
Gffa Gym Force Fitness Academy GmbH Fitness Trainer B-Lizense	2011
Deutsche Lebens-Rettungs-Gesellschaft, Berlin German Lifeguard Badge Silver	2011
ADAC Fahrsicherheitszentrum, Berlin-Brandenburg Car - Perfection-Training	2010
Napaso Erste Hilfe und Rettungsdienst Ausbildung, Berlin First Aid	2010
VRG, Rijscholen, Tervuren, Belgium Driver's license (Category B)	2008
Central Saint Martins, University of the Arts London Certificate of Attendance - Art and Design Workshop	2006

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PROJECTS

Name	Period	Position	Platform	Genre	Team Size	Web Page
Pirate Splashy	2017-07 2017-08	Project Owner & Game Designer	Xbox One- Kinect	Multi-	4	juriknauth.com/ Projects/PirateS- plashy.html
Endstation	2017-06 2017-07	Game Designer	Escape Room	Family	10	juriknauth.com/ Projects/Endstation. html
Fluffy Dice	2017-01 2017-02	Game Designer	Windows PC	Multi-	9	juriknauth.com/ Projects/FluffyDice. html
Crashed Captain	2017-08 2017-08	Project Owner & Game Designer	Android Smartphone	Arcade	5	juriknauth.com/ Projects/Crashed- Captain.html
Conga Line	2016-05 2016-05	Game Designer	Board Game	Family	3	juriknauth.com/ Blog.html#Con- gaLine
Adam Mania	2015-12 2016-01	Game Designer	Board Game	Stategy	4	soon
Heul Doch!	2015-02 2015-06	Solopreneure	Board Game	Stategy	1	soon

SKILLS

(87) Game Design	(83) Unity	(81) Adobe Photoshop
(86) Level Design	(76) Unreal Engine	(78) Adobe Illustrator
(75) Design and Documentation	(82) 3ds Max	(66) Adobe After Effects
(72) Interactive Storytelling	(74) Zbrush	(63) Adobe Fireworks
(64) Java	(73) Substance Painter	(62) Adobe Audition
(67) C#	(77) xNormal	(72) Adobe Premiere Pro
(73) HTML	(69) Visual Studio	(75) Adobe Dreamweaver
(71) CSS	(71) Eclipse	(65) Adobe InDesign
(80) Motion	(78) Perforce	(85) Microsoft Word
(61) Drawing	(68) Github	(83) Microsoft Excel
(70) Research	(84) Twine	(79) Microsoft PowerPoint

LANGUAGES

German	Mother tongue
English	Fluent
Spanish	Basic knowledge
French	Basic knowledge

INTERESTS

Board games (Chess, Agricola, Colt Express, Axis & Allies ...), video games (Co-op, Strategy, MOBA, City Builder, Rogue-like, Puzzle, Indie ...), card games (Skat, Schafkopf, Dominion, Munchkin...), pen & paper (Shadow run), modding (Warcraft 3, Starcraft 2 ...), mapping (Heroes of Might and Magic 3 ...), soccer, strength training, jogging, swimming, traveling, live recording, photography, drawing & reading (Terry Pratchett, J. R. R. Tolkien, Walter Moers, Hermann Hesse ...)

Berlin, 2017-12-17, *Juri Knauth*

Venue, Date, Signature