

PROFILE

I'm a game developer and I love what I do. I've been making games for about 6 years now. I've always had a passion for games, ever since I was a kid. And I knew that one day I wanted to develop them myself. There's something indescribably satisfying about seeing people experience the things you've created. Whether it's a player getting lost in an epic adventure or figuring out how to solve that one difficult puzzle, those „A-ha!“ moments are what make all those long hours worth it.



EXPERIENCE

Beam cross realities, Berlin

Unity Developer 2021 - Today

Skills: Unity Development, AR, VR, Mobile, UI, Game Design ...

Projects: Operation Legendary, Uvex Safety AR, Loop5 Arcades ...

SAE, Berlin

Lecturer, Freelance 2022 - Today

Skills: Unity, Game Development, Game Art, Mentoring ...

SAE, Berlin

Programming Teacher Assistant, Freelance 2019 - 2020

Skills: Unity, Game Development, Game Design, Mentoring ...

Pixelsplit, Frankfurt am Main

Unity Developer Intern 2018

Skills: Unity Game Development, Game Design ...

Projects: Deadly Days ...

Phantom 8, Berlin

Intern 2018

Skills: Unreal Engine, Quality Assurance, Game Design ...

Projects: Past Cure

Smilegate Europe, Berlin

Quality Assurance, Working Student 2017

Skills: Quality Assurance

Projects: CrossFire

juriknauth, Berlin

Solo Game Developer & Freelancer 2017 - Today

Skills: Game Development, Game Design, Game Art ...

Projects: Swear To God, Pirate Splashy, Ninja Car ...

SKILLS

Game Development	95%
Agile Development	90%
Unity	95%
C#	95%
Git	90%
Rapid-Prototyping	85%

Virtual Reality	90%
Augmented Reality	95%
Game Design	85%
UI/ UX Design	85%
Quality Assurance	80%
Web Development	65%
Game Art	75%
Project Management	80%

LANGUAGES

German	Mother tongue
English	Fluent
Spanish	Basic
French	Basic

EDUCATION

Mediadesign Hochschule für Design und Informatik, Berlin

Bachelor of Science, Game Design 2015 - 2019

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

CERTIFICATES/DIPLOMES

Mediadesign Hochschule für Design und Informatik, Berlin

3D Modelling Technique Specialization 2019

Mediadesign Hochschule für Design und Informatik, Berlin

Classical Artwork 2019

BERLIN, 2023-02-01

Venue, Date, Signature