



PERSONAL DATA

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

CAREER OBJECTIVE

Game Developer/Designer

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

EXPERIENCE

SAE Institute, Berlin Programming Teacher Assistant	2019-09 - 2020-01
Pixelsplit GmbH & Co. KG, Berlin Internship	2018-05 - 2018-09
Phantom 8 Studio, Berlin Internship	2018-03 - 2018-04
Smilegate Games GmbH, Berlin Quality Assurance	2017-05 - 2017-07
Sinnwerkstatt Medienagentur GmbH, Berlin Set Runner	2011-01 - 2011-02

CERTIFICATES/DIPLOMES

Mediadesign Hochschule für Design und Informatik, Berlin 3D Modelling Technique Specialization	2019
Mediadesign Hochschule für Design und Informatik, Berlin Classical Artwork	2019
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
Swear To God	2019-11 2020-04	Solo Game Dev	Windows PC	Platformer	1	juriknauth.com/Projects/SwearToGod.html
A Shot in the Dark	2019-04 2019-05	Developer & Game Designer	Windows PC	Multi-	4	juriknauth.com/Projects/AShotInTheDark.html
Chloe & Brendan	2018-05	Developer & Game Designer	Android	Romance	2	juriknauth.com/Projects/ChloeAndBrendan2018.html
Ninja Car	2018-11 2018-12	Developer & Game Designer	Android	Racer-	2	juriknauth.com/Projects/NinjaCar.html
Pirate Splashy	2017-07 2017-08	Developer & Game Designer	Xbox One-Kinect	Multi	4	juriknauth.com/Projects/PirateSplashy.html
Endstation	2017-06 2017-07	Game Designer	Escape Room	Family	10	juriknauth.com/Projects/Endstation.html
Heul Doch!	2015-02 2015-06	Solopreneure	Board Game	Stategy	1	juriknauth.com/Projects/HeulDoch.html

SKILLS

Game Development	Unity	Adobe Photoshop
Game Design	Unreal Engine	Adobe Illustrator
Level Design	Visual Studio	Adobe After Effects
Scrum, Agile	Visual Code	Adobe Fireworks
Design	Git	Adobe Audition
Documentation	Blender	Adobe Premiere Pro
Quality Assurance	3ds Max	Adobe Dreamweaver
Motion	Zbrush	Adobe InDesign
Modeling	Substance Painter	Microsoft Word
Animation	xNormal	Microsoft Excel
Drawing	Twine	Microsoft PowerPoint

LANGUAGES

German	Mother tongue	C#	Expert
English	Fluent	C++	Intermediate
Spanish	Basic knowledge	Java Script	Advanced
French	Basic knowledge	HTML, CSS	Advanced

PROGRAMMING & MARKUP LANGUAGES

INTERESTS

Game Jams, hackathons, board games (*Terraforming Mars*, *Chess*, *Agricola*, *Colt Express* ...), 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* ...), music, soccer, biking, strength training, jogging, swimming, traveling, live recording, photography, drawing & reading (*Terry Pratchett*, *J. R. R. Tolkien*, *Walter Moers*, *Hermann Hesse* ...)

Berlin, 2020-06-05

Venue, Date, Signature