Fichtenweg 80, 13587 Berlin, Germany | 0049 17662329631 | mail@juriknauth.com | juriknauth.com

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   **2022 - Today**
Skills: Unity, Game Development, Game Art, Mentoring ...

SAE, Berlin
Programming Teacher Assistant   **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 ...

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 européene 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**

SKILLS

Game Development	95%
Agile Development	90%
Unity	95%
C#	95%
Git	90%
Rapid-Prototyping	85%
Virtual Reality	90%
Augmented Rality	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

BERLIN, 2023-02-01

Venue, Date, Signature