Lion Friedemann Krause

Adolphstr. 35
50679 Cologne
Germany
Phone: +49/ (0)1575 6116419
E-mail: krauselion@googlemail.com

Date of birth: 01.06.1994
Nationality: German

Education:

Oct. 2018 - May 2021	**M. Sc. Applied Cognitive and Media Studies** in the field of psychology at the University of Duisburg-Essen Topic of the thesis: *Comparison the Impact of Automatic Difficulty Adjustment versus Biofeedback on Motivation and Exertion in a Virtual Reality Exergame.* M. Sc. Final grade: 1.3
Jun. 2018 - Sep. 2018	**Certificate Machine Learning** Stanford Online
Apr. 2015 - Jul. 2018	**B. Sc. Psychology** at Johannes Gutenberg University, Mainz Topic of the thesis: *Conforming to and adopting a social norm of fairness.* B. Sc. Final grade: 1.5
Oct. 2013 - Mar 2015	**B. Sc. Physics University of Cologne** (3 semesters)
Aug. 2010 - Jun. 2013	**General university entrance qualification** Europaschule Köln Gymnasiale Oberstufe Final grade: 1.1

Practical experience:

May 2021 - Jul. 2021	**Work as a research assistant**
	for the lecture Game Architecture and Design, Media Informatics - Entertainment Computing, University of Duisburg-Essen
	        Advice students: Git, Unity and Game Design
	        Preparation of the lecture slides and contents
	        Exam: Supervision and evaluation

Nov. 2020 - Feb. 2021	**Development of an adaptive VR Exergame**
	as part of the master's thesis
	in individual work
	        Game design
	        Implementation (Unity)
	        Ux
	        Sound
	        User data collection

Apr. 2020 - Aug. 2020	**Development of a VR game with eye control**
	as part of a research project in the master's program
	in teamwork with 3 people
	      Game Design
	      Implementation (Unity)
	      User data collection

Apr. 2020 - Jun. 2020	**Development of a run and jump game**
	in the lecture "Game Architecture and Design"
	in teamwork with 5 people
	      Game Design
	      Level Design
	      Implementation (Unity)
	      Working with Git & Scrum

Oct. 2019 -Apr. 2020	**Work in Quality Assurance** Appmatics, Cologne Structured testing of apps and websites

Jan. 2017 - Feb. 2018	**Work as a research assistant**
	in the Department of Clinical and Neuropsychology, Institute
	of Psychology, Johannes Gutenberg University, Mainz
	      Phone interviews
	      Psychological testing (MRI)
	      Preparation and evaluation of data
	      Literature research

Oct. 2017 - Jan. 2018	**Internship in psychological risk assessment**
	at Infraserv GmbH & Co. Höchst KG, Human Resources.
	in the amount of 240 hours
	      Support during training courses
	      Documentation of workshop results
	      Preparation of final reports
	      Preparation and evaluation of data
	      Development of an evaluation template

Aug. 2016 - Sep. 2016	**Internship in Neuroscience Research**
	at the Neuroimaging Center (NIC) at the Research Center
	Translational Neurosciences Mainz (FTN) (Mainz University
	Medical Center) (240 hours)
	      Execution of MRI tests
	      Preparation of data (SPSS)

Other Skills:

languages:	German (mother tongue), English (B2/C1))
Coding:	C#, JavaScript, Python
Office:	very good knowledge of: Excel, Word, PowerPoint, Latex
Game engine:	Unity (very good knowledge, also in VR), Godot (basic knowledge), GameMaker (basic knowledge)
Image/Sound:	Gimp2, Photoshop Audacity (basic knowledge), Shotcut
Other:	Git, Scrum, SPSS (Statistics)
Hobbies:	Video games, Bouldering, Hiking, Cycling