



## Lion Friedemann Krause

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Date of birth: 01/06/1994

Nationality: German

### Education:

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

### Practical experience:

May 2021 - Jul. 2021	<b>Research assistant</b> 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	<b>Development of an adaptive VR Exergame</b> as part of the master's thesis individual work Game design Implementation (Unity) Ux Sound User data collection

Apr. 2020 - Aug. 2020	<b>Development of a VR game with eye control</b> as part of a research project in the master's program in a team of 3 Game Design Implementation (Unity) User data collection
Apr. 2020 - Jun. 2020	<b>Development of a run and jump game</b> as part of the lecture "Game Architecture and Design" in a team of 5 Game Design Level Design Implementation (Unity) Working with Git & Scrum
Oct. 2019 - Apr. 2020	<b>(Working in the field of) Quality Assurance</b> Appmatics, Cologne Structured testing of apps and websites
Jan. 2017 - Feb. 2018	<b>Research assistant</b> 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	<b>Internship in psychological risk assessment</b> Infraserv GmbH & Co. Höchst KG, Human Resources 240 hours in total 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	<b>Internship in Neuroscience Research</b> 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:

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