

# 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 at the University of Duisburg-Essen Topic of the thesis: <i>Comparison 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> at 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 University of Cologne</b> (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>Work as a 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 in individual work Game design Implementation (Unity) Ux Sound Users 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 programme in teamwork with 3 people Game Design Implementation (Unity) Users data collection
Apr. 2020 - Jun. 2020	<b>Development of a run and jump game</b> 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	<b>Work in Quality Assurance</b> Appmatics, Cologne Structured testing of apps and websites
Jan. 2017 - Feb. 2018	<b>Work as a research assistant</b> in the Department of Clinical and Neuro-psychology, 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> at Infraser 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	<b>Internship in Neuroscience Research</b> 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:

<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