

Lion Friedemann Krause



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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: <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	Certificate Machine Learning Stanford Online
Apr. 2015 - Jul. 2018	B. Sc. Psychology 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. 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 Users data collection

Apr. 2020 - Aug. 2020	Development of a VR game with eye control 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	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 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	Internship in psychological risk assessment at Infracore 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