



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 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	Certificate Machine Learning Stanford Online
Apr. 2015 - Jul. 2018	B. Sc. Psychology Johannes Gutenberg-Universität, 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 qualification for university entrance Europaschule Köln Gymnasiale Oberstufe Final grade: 1.1

Practical experience:

May 2021 - Jul. 2021	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 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 a team of 3 Game Design Implementation (Unity) User data collection
Apr. 2020 - Jun. 2020	Development of a run and jump game 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	(Working in the field of) Quality Assurance Appmatics, Cologne Structured testing of apps and websites
Jan. 2017 - Feb. 2018	Research assistant Department of Clinical and Neuropsychology, Institute of Psychology, Johannes Gutenberg-Universität, Mainz Phone interviews Psychological testing (MRI) Preparation and evaluation of data Literature research
Oct. 2017 - Jan. 2018	Internship in psychological risk assessment 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	Internship in Neuroscience Research 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, GameMaker
Image/Sound:	Gimp2, Photoshop Audacity
Other:	Git, Scrum, SPSS (Statistics)
Hobbies:	Video games, Bouldering, Hiking, Cycling