

CONTACT

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EDUCATION

GAMES ACADEMY:
Programming & Design
2022 - 2025

SKILLS / SOFTWARE

- UI/UX Design
- Project management
- Unreal 5.5+
- FMOD
- C++, C#, HTML

VOLUNTEER WORK

- GamesGround 2023
- Nerdistan 2023
- GamesGround 2024

LANGUAGES

- German Native
- English B1

Marius Mörsch

TECHNICAL GAME DESIGNER

EDUCATIONAL PATH

BERUFSBILDENDE SCHULE - GEROLSTEIN

Training as an Office Clerk
Aug 2010 – Jul 2013

Games Academy – Berlin

Game- Programming & Design
Oct 2022 – Mar 2025

PROFESSIONAL EXPERIENCE

OFFICE CLERK & IT SUPPORT - FENSTER MÖRSCH

Aug 2013 – today
Managing IT infrastructure, creating proposals, orders & invoices.
Designing windows in CAD & transferring data to CNC machines.

SCHOOL PORJECT & GAMEJAM EXPERIENCE

FOXFIRE - TECH-LEAD GAMES ACADEMY

Dec 2022 – Mar 2023

Environment Design, Feature Design, Prototyping

[ARRHYTHMIC DEATH](#) - TECH-LEAD GAMES ACADEMY

Apr 2023 – Aug 2023

Environment Design, Feature Design, Prototyping

[AETERNOX](#) – CO. TECH-LEAD GAMES ACADEMY

Oct 2023 – Feb 2024

Backend, Quest System, Dialogsystem, Load & Save System, Sound Implementation

[NAUTILUS](#) - TECH-LEAD GAMES ACADEMY

Apr 2023 – Aug 2023

Enemy AI, Gameplay Mechanics, Animation Implementation, Sound Implementation

[KYOTO Conflict](#) - DESIGN-LEAD GAMES ACADEMY

Dec 2024 – Mar 2025

Level Design, Balancing