



# PATRICIA SCHULTZE

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Game Design – programmer student at mdh Berlin in the 4<sup>th</sup> semester

## EDUCATION

OCTOBER  
2022 – NOW

### Game Design Studies, mdh Berlin

Pursuing the Bachelor of Science with a degree in Game Design as a Programmer

OCTOBER  
2021 – JULY  
2022

### Orientation Studies “MINT-Grün”, TU Berlin

One year at the TU with the possibility to join any lecture and class

SEPTEMBER  
2012 – JULY  
2021

### Gymnasium Steglitz, Berlin

Graduation: Abitur, 1,6  
Main Subjekts: English, Biology

SEPTEMBER  
2012 – JULY  
2021

### Chilliwack Secondary, Canada

School year abroad, I attended following classes:  
Creative Writing, Animation, Drama, Spanish, Japanese, Ceramics, Horse Riding, Food Education

## University Projects

### Mansion of Time

2.5D point-and-click puzzle

### Hopsy Flopsy

game 3D mobile game

### Fire and Water

Co-op 2D jump and run game

## SKILLS

- English (fluent), German (native), Spanish (basics), Latin (Latinum), Ancient Greek (Graecum)
- C, C++, C#, HTML, CSS/US, JavaScript, Unreal Blueprints
- Teamwork, Empathy, Patience, Learning fast

## WORK EXPERIENCE

- Receptionist and support at our family's Bed and breakfast
- Tutor (Math, Latin, Greek, German, English, History, Biology, English)
- Festivals mini jobs
- Carer in holiday camps

## HOBBIES

Horse riding • Dancing • Walks with my dog • Reading Books • Games • Traveling