

— GAME ENGINEER, BERLIN

OCT.2021 - JULY 2024



THE BITFOSSIL

PORTFOLIO



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SCHOOL PROJECTS

2022 - 2023

**"DEVELOPED DURING MY EDUCATION AT THE
SCHOOL FOR GAMES IN BERLIN. I HONED MY SKILLS
IN GAME PROGRAMMING AND TEAMWORK."**



— 2022, Unity 3D

DeepestDungeon

Responsibilities:

- Implemented
 - character movement
 - combos, dodging
- Programmed animations
 - smooth & responsive attacks
- Developed AI state-machine
 - manage enemy behavior
 - decision-making process
- Designed and created
 - loot generation database
 - strong focus on customization
- Programmed
 - melee combat system
 - hit detection
- Designed
 - inventory System



Genre: 3D, Souls-Like, Action Game

Story: "Fight your way through endless dungeons and manage your inventory. Attack with powerful combos and time your dashes perfectly in this melee-oriented, endless dungeon adventure."

Repo: Please check the [ReadMe](#) for more details

The Island

Responsibilities:

- Implemented
 - character locomotion
- Programmed AnimBP
 - fluidity and realism
- Developed AI behaviors
 - Behavior Trees
 - dodging player LoS
 - decision making with EQS
- Implemented
 - multiplayer functionality
- Integrated sound effects
 - enhancing immersion
 - player feedback
- Designed shooting mechanic
 - hit detection
- Programmed day-night cycle



Genre: Multiplayer, Sandbox, Survival

Story: "Stranded on an island with up to 4 players, embark on a journey to find food and explore the terrain in search of a way back home. Utilize the building system to construct shelters and fortifications to survive the treacherous nights."

Repo: Please check the [ReadMe](#) for more details

GAME JAMS 2023 - 2024

"MY CONTRIBUTION TO SEVERAL SUCCESSFUL GAME JAMS WHICH SHOWCASES MY CREATIVITY, RAPID PROTOTYPING SKILLS AND A COLLABORATIVE SPIRIT."



— May 2023, Godot 4

Responsibilities:

- Implemented simple AI
 - enemy behaviors
- Programmed Character
 - controls & interaction
- Developed
 - shooting mechanics
 - engaging combat
- Created pickups
 - enhancing gameplay
- Built basic UI
- Actively responded to
 - community feedback
 - incorporated improvements

Ninja Boy 2D



Genre: 2D, Pixel Art, Jump'N Run

Story: "You are a Ninja on a daring rescue mission! Hop into the unknown dimension to free the princesses and defeat the guardian protecting the portal, so you can return to our world."

— April 2024, Godot 4

Responsibilities:

- Lead
 - programming & design
- Implemented state-driven UI
 - seamless experience
- Basic save system JSON
 - data persistence
- Designed progression system
 - enhance gameplay depth
- Created a buy menu
 - upgrades, customization
- Programmed player Interaction
 - pickup, carry, drop items
- Managed time constraints
- Actively responded
 - to community feedback
 - incorporated improvements

Mr. Miller



Genre: 2D, Pixel Art, Farming, Simulation

Story: This game was made for the MiniJam #155 with the Theme “Wind”.

As Mr. Miller you are in charge of taking care of a Farm. Watering the crops, grinding them inside the windmill and exporting the final goods for coins.

— June 2024, Godot 4

Responsibilities:

- Lead
 - programming & design
- Implemented clicker mechanics
 - drag & drop simple vector interactions
- Foley
 - Sound Design & SFX
- VCS Git
 - troubleshooting corrupted version control
- Instructing Artist
 - workflow & time management

Treasure Tides



Genre: 2D, Vector Graphics, Clicker, Action

Story: Entry to the 2024 GameDev.TV gamejam, Theme: “The Last Stand”. You are on a pirate ship and have to click your way to the treasure. Some objects may spawn when clicked. Fight off the pirates and make your way to the Boss. After his defeat you have earned the pirates treasure.

DOCUMENTATIONS

"COMPREHENSIVE DOCUMENTATION DETAILING VARIOUS GAME DEVELOPMENT CONCEPTS AND TECHNIQUES I'VE LEARNED. STEP-BY-STEP GUIDES COVERING TOPICS SUCH AS AI PROGRAMMING, GAMEPLAY FRAMEWORKS, AND MULTIPLAYER IMPLEMENTATIONS."



Beginners Guide

2023, Unreal Engine 5

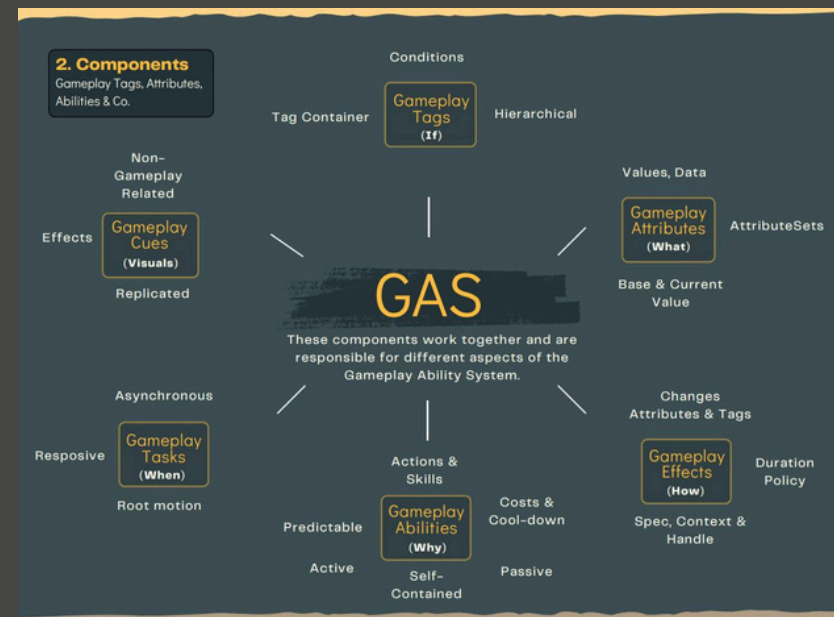
UNREAL ENGINE 5

GAS

I made a comprehensive beginner guide for the Gameplay Ability System (GAS).

It consists of three different parts which have to be used together and will teach you how to create a base template project.

Please check out the [Repo](#)



Thank you !

“EACH PROJECT REPRESENTS A STEP ON MY JOURNEY OF CREATIVITY AND DEDICATION TO MY CRAFT.

I'M GRATEFUL FOR YOUR TIME IN EXPLORING THEM.”

RENÉ

 [E-Mail](#)  [LinkedIn](#)  [Git](#)

