

— GAME ENGINEER, BERLIN

OCT.2021 - MAY 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."



— 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."

— 2024, Godot 4

Responsibilities:

- Led
 - 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.

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

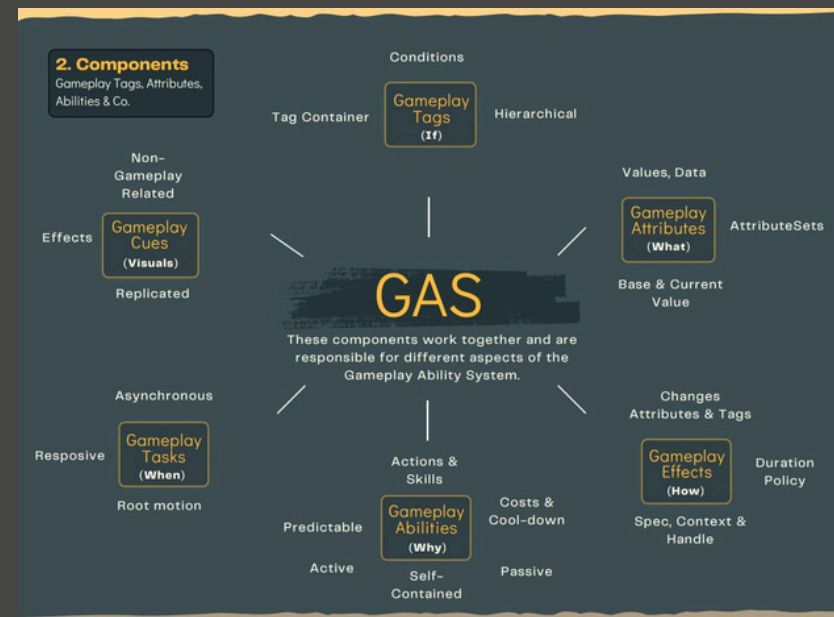
UNREAL ENGINE 5

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](#)

