



# Tom Lois Grzembke

Student @ Game Design

Email

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Website

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## EXPERIENCE

2022-**2023**

Unpublished project for Thomic  
in collaboration with Uni Rostock

2022 -**2023**

Luminosity

2021 -**2022**

Just a spoonful

## EDUCATION

2021 -**2024**

Designschule Schwerin [Schwerin,DE]

## SOFT SKILLS

Vision Keeping of priorities

Critical thinking

Understanding of leadership concepts

Ready to teach and help other employees

## HARD SKILLS

C#

GScript/Python

Gamedesign

Level Design

UV Mapping

## TOOLS

Visual Studio

Unity

Godot

Blender

Photoshop

Source tree, Git

## LANGUAGES

German : Native

English : Good