Tom Lois Grzembke

Student Gamedesign

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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Unpublished project for Thomic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#
GDScript/Python
Game Design
Level Design
UV Mapping

TOOLS

Visual Studio
Unity
Godot
Blender
Photoshop
Source tree, Git

LANGUAGES

German : Native
English : Good