

## CONTACTS

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Hamburg, Germany

## EDUCATION

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### Game Development

**S4G School for Games**

2023 - 2024

## Skills

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- Level Design
- System & feature design
- Verb-based design, one pager
- Playtest & iterative design
- Scrum
- Intuitive UI/UX design
- English (fluent), German (native)

## Tools

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### Engines:

- Unreal
- Unity
- Godot

### Software:

- Miro | Jira | Confluence | Codecks
- Inkarnate | Dungeon Scrawl
- Adobe Photoshop | Blender
- HTML

# Maximilian Wild

Game & Level Designer

## EXPERIENCE

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Jan. 2023 -

### Power of Goo | Lead Game Designer

Mar. 2023

10 Weeks

Power of Goo is a 2D Pixel Art Platformer / Metroidvania in which the player progresses through various levels, facing different obstacles, be it environmental or a hazardous enemy

- Game Design
- Vision Keeping
- UI/UX Design
- SFX Design

Jun. 2023 -

### Drill Y-42 | Level Designer

Aug. 2023

10 Weeks

In this steampunk themed endless runner, you explore a long forgotten mine and pierce your way deeper through the tunnels with a gigantic drill machine. But beware: the tunnel is collapsing behind you!

Gather resources, craft upgrades and keep your drill running before you get buried. Oh, say howdy to old George Crocker if you meet him!

- Level Design

Nov. 2023 -

### Cozy Tales | Lead Game and Level Designer

Feb. 2024

10

Cozy Tales is a third person, stylized, cozy adventure, in which the player searches and marks important landmarks and explores a beautiful landscape.

- Game Design
- Level Design