Maximilian
Wild

Game &Level Designer

CONTACTS

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📍 Hamburg, Germany

EDUCATION

Game Development
S4G School for Games
2023 - 2024

Skills

- Prototypen
- Analysis
- Verb-Based Design, One Pager
- Playtest & Iterative Design
- Scrum
- Intuitive UI/UX design
- English (fluent), German (native)

Tools

Engines:

- Unreal | Unity | Godot

Programming:

- C# | Unreal Blueprints | HTML

Software:

- Miro | Jira | Confluence | Codecks
- Inkarnate | Dungeon Scrawl
- Adobe Photoshop | Blender
- Visual Studio Code

EXPERIENCE

Jan. 2023 - Mar. 2023
10 Weeks

Power of Goo | Lead Game Designer

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
- UI/UX Design

  SFX Design

Jun. 2023 - Aug. 2023
10 Weeks

Drill Y-42 | Level Designer

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 - Feb. 2024
10 Weeks

Cozy Tales | Lead Game and Level Designer

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