



Pascal Dohle

Game Designer and Developer

Education

- **Macromedia University**
Bachelor of Arts
Game Design and Development
2021 - expected graduation on 2025



About me

I'm Pascal, currently studying Game Design and Development in Munich, focusing on environment art, level design, technical art and game programming



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voitnotes.dev

Work Experience

- **Ingenierbüro Dörr**
Stuttgart - Germany, 2022 - now

Languages

- **German - Mother tongue**
- **English - fluent**

Skills

| | |
|----------------------|-----------|
| Blender | ● ● ● ○ ○ |
| Unity Engine | ● ● ● ● ○ |
| Unreal Engine | ● ● ● ○ ○ |
| C# | ● ● ● ○ ○ |
| C++ | ● ● ○ ○ ○ |
| Quixel Mixer | ● ● ● ○ ○ |
| Rust | ● ○ ○ ○ ○ |
| Teamwork | ● ● ● ● ○ |
| Creativity | ● ● ● ● ○ |