

# Curriculum vitae

Maria Neureither

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Online Portfolio



LinkedIn



## Personal information

<b>Birthday</b>	September 25, 1988
<b>Nationality</b>	German
<b>Marital status</b>	single
<b>Address</b>	Siemensstr. 9, 12459 Berlin
<b>Phone</b>	+49 30 55 231 996
<b>Mobile</b>	+49 1765 762 33 97
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## Experiences

<b>Since July 1, 2016</b>	<b>Junior UX Designer</b> User Experience and User Interface Design for E-POST products and logistics systems. Deutsche Post AG, Bonn and Berlin.
<b>July 15, 2015 – June 30, 2016</b>	<b>Junior Support Manager, Graphics&amp;Design</b> Responsibility of game design and graphic design at buzzerdeal.de Deutsche Post AG, Bonn.
<b>Oct. 28 – Dec. 11, 2013</b>	<b>Tutor</b> Medial and cultural work in support of social and job-related integration of adolescents, teaching “Stop Motion & Film” and the use of Adobe Premiere. (h)arthof, Munich.
<b>July 1 – July 31, 2013</b>	<b>Intern in game design &amp; assistant producing</b> at Digital Treasure Entertainment (totay mmc), Munich.
<b>Oct. 29 – Nov. 2, 2012</b>	<b>Intern in game design &amp; QA</b> at Frima Studio, Québec City, Canada.
<b>Sept. 10 – Nov. 30, 2012</b>	<b>Game designer at ENDI</b> The scholarship by MedienCampus Bayern e.V. facilitated my participation at ENDI – L'École Nationale en Divertissement Interactif, Québec City, Canada.
<b>March 1, 2012 – June 30, 2016</b>	<b>Graphic designer, freelance</b> E.g. creation of sales products and of presentation materials for Mantle Climbing GmbH, Rosenheim; How-To-Use infographic for RESTUBE.

## Education

<b>Oct. 1, 2009 – July 10, 2014</b>	<b>Game Design (B.Sc.)</b> Study course game design at MD.H, Munich. Bachelor thesis “Project leading a small development team – internal communication within teams up to 15 persons”, final grade 1,9 (≈91%)
<b>June 27, 2008</b>	<b>Abitur – Higher education entrance qualification</b> Final exams in Arts and Physics, final grade 2,9 (≈81%)

## Online-Portfolio



[eating-t.wixsite.com/mneureitherportfolio](http://eating-t.wixsite.com/mneureitherportfolio)

## Projects

Oct. 9 – Nov. 30, 2012

iOS game “Draw Cowboy”, ENDI  
Level designer, Assistant Producer

March 1 – Aug. 31, 2012

MedienWiki Intro/Outro, freelance  
Director, editor, 2D animator [\[video Intro/Outro\]](#)

Oct. 18, 2011 – Febr. 28, 2012

Kinect game “Project Eden”, student project  
Game designer, concept artist

Jan. 18 – 25, 2011 and  
Febr. 22 – March 10, 2011

Video clip “wirksystem – der wald”, student project  
Editor, 2D artist [\[video “der wald”\]](#)

July 14 – Aug. 13, 2010

Point&Click adventure “Acronico” for PC, studnet project  
Concept artist, 2D animator [\[video trailer\]](#)

## Certifications & Nominations

Oct. 14, 2014

Winner of AR Toys Competition  
Sponsored by Metaio and Toywheel,  
honored augmented reality game concept “myARtale”, Munich

Sept. 1 – Nov. 30, 2012

Scholarship by MedienCampus Bayern e.V.  
Sponsorship of participation in ENDI,  
Québec City, Canada

Mai 12, 2012

ITFS - International Festival of Animated Film, Stuttgart  
Video clip “wirksystem – der wald” shown on the event’s panel “animated music videos”

Dec. 2, 2010

Gamesload Newcomer Nomination  
Student project and Point&Click adventure “Acronico” nominated for  
newcomer award of “Deutscher Entwicklerpreis”, Düsseldorf

## Skills

●●●●○ English  
●●○○○ French  
●●●●● Adobe PS, ID, Ai, Pr  
●●●●● Sketch  
●●●●○ Axure  
●●●○○ HTML and CSS

## Hobbies

### Favourite Games

I choose often to play Guild Wars 2 and The Legend of Zelda (series) after work.  
For local multiplayer I am a big fan of Move or Die and Snipperclips.

### Cartoons & Comics

I love the artwork by Luke Pearson and Don Rosa. One of my most favourite cartoon Over the Garden Wall, best anime is Cowboy Bebop.

Neureither Maria  
Berlin, April 11, 2019

December 15th, 2012

To whom it may concern:

I took the initiative to write this recommendation letter for Maria Neureither, which she may show to any prospective employer who asks her for references.

I have known Maria for a month in my capacity as a Game Designer at Frima Studio. Maria worked in my department during her formation week as a residential student for which I served as a mentor. Her responsibilities on my project include referencing, brainstorming, and one pagers pitch writing for about 9 mini-games. She had also used her artistic skill to draw clear mock-ups.

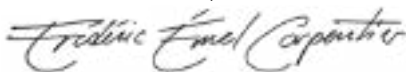
Maria is a naturally caring person with strong human relations skills that allow her to manage difficult situations. Maria has a remarkable creative mind; she is an intelligent, capable, and independent young woman. She is always quick on her feet, bringing solutions for all the situations I've seen her in and she has the will to improve her skills. I feel confident in saying that she is capable of handling any situation with efficiency and maturity and that's why I recommend her without reservation.

If her performance in our company is a good indication of how she would perform in yours, she would be a positive asset to your institution.

If you should ever need any additional information you can feel free to contact me by email at frederic-emel.carpentier@frimastudio.com anytime.

Sincerely yours,

Frédéric Émel Carpentier



Game Designer at Frima Studio