



Raoul Zander

UI Lead



MISSION

Players deserve UIs that look amazing, feel immersive and otherwise get out of their ways. As a good friend of mine likes to put it:

It's 2025, there is no reason for bad UIs anymore.



CONTACTS

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Berlin



LINKS

Portfolio

rza.io

GitHub

[r-zander](https://github.com/r-zander)

LinkedIn

[r-zander](https://www.linkedin.com/in/r-zander)



LANGUAGES

GERMAN

Native



ENGLISH

Proficient



SKILLS

Management

Team Development · Mentorship ·
Scrum · Roadmapping ·
Project Management

Programming

C# · Unity · Unity UI · NGUI ·
Java (8 / 21) · Spring Boot · HTML5 ·
CSS3 · JavaScript · TypeScript ·
GoLang · PostgreSQL · MySQL

Design

Adobe XD · Figma · Balsamiq ·
Illustrator



PROFESSIONAL XP

Sandbox Interactive GmbH

03/2019 - Present

UI Lead for Albion Online

formerly Junior Game Developer  Web Lead Developer  Product Owner
Web

- Managed User Interface of four major game updates
- Built up team from one to six employees
- Managed 3rd party payment and analytics integrations

Oviva AG

02/2017 - 03/2019

Full Stack Software Engineer

- Development of an enterprise web application to let dietitians coach patients
- Top projects: Chat + Video Chat, Quiz Frontend, Highly performant coaching dashboard
- Technologies: Angular JS, JEE

AdClear GmbH

01/2012 - 09/2015

Lead Front End Developer

formerly Junior Java Developer

- Development of a Java web application to analyze online marketing activities and customer journeys
- Technologies: Apache Wicket, HTML5 and CSS3

Deutsche Bank AG - Global Sourcing

07/2009 - 10/2011

Freelancer

formerly Intern

- Development of VBA application in consultation with the head of project to establish paperless accounting
- Created and maintained databases of vendors, order catalogs and billing methods

EDUCATION

SRH Berlin School of Popular Arts

Studies in Interaction Design

10/2012 - 04/2015

- User experience & usability / Screen design / App creation

Technical University of Applied Sciences Wildau

B.Sc. in Business Computing

08/2007 - 05/2011

- Grade 1.8 (📊 top 15%)

SIDE PROJECTS

Kringel Games

09/2021 - Present

Berlin-based Games Collective

- Trying out game development and production methods
- 9 hobbyists
- delivered 5 games

🔗 <https://kringel.games/>

Casual Challenge

04/2021 - Present

Custom Magic, the Gathering Format and Event Series

- Accessible via a budget limit
- Unique decks due to meta bans
- Organized with two friends

🔗 <https://www.casualchallenge.gg/>

Beyond Humanity

02/2022 - 12/2024

Homebrew TTRPG System

- Fate Core hack with narrative dice system
- Hard Sci-Fi setting placed on Earth in year 2867