

Raoul Zander

UI LEAD



Players deserve gorgeous UIs that are part of the game, not a layer on top of it. As a good friend once put it:

It's 2025 - there's no excuse for bad UIs anymore.



Professional XP

Mar 2019 - Present

Albion Online

Company: Sandbox Interactive

Position: UI Lead [1 yr 4 mos]

formerly: Junior Game Developer [1 yr 5 mos]

Tasks:

- Managed the design and implementation of 3 sizable UI features (Remote Item Overview, Hierarchical Achievement Collection, Quick Setting Presets) and well-received QoL changes for HUD and Item Management. For details see "Albion UI" in my portfolio.
- Managed UI production for 4 major game updates
- Hired 3 UI developers
- Worked closely with the Game Director, game designers and community management to deliver the best UI experience

Skills: C#, Unity, Team Leadership, Production, XML

Position: Product Owner Web [7 mos]

formerly: Web Lead Developer [3 yrs 1 mo]

Tasks:

- Built up web team from 1 to 6 employees
- Managed Android and iOS payment integration and pre-registration flow
- Led web infrastructure split (global vs. regional), deployment of new Asia shard, launch site, and shop updates → doubled DAU to 300k, revenue +90% YoY
- Prepared additional EU shard, launch site, and shop updates → +113k DAU, revenue +40% YoY

Technologies: Java, Spring Boot, PostgreSQL

Feb 2017 - Mar 2019

Oviva

Company: Oviva AG

Position: Full Stack Software Engineer

Tasks:

- Developed an enterprise web application enabling dietitians to coach patients
- Top projects: Chat + Video Chat, Quiz Frontend, Highly performant coaching dashboard

Technologies: Angular JS, JEE

Oct 2015 - Jan 2017

Career Break

Activities:

- Pursued a transition into the games industry
- Self-taught Unity and C#; built a portfolio
- Returned to web development for financial stability while continuing game dev on the side

Technologies:

Unity, C#, GravCMS, Less, Twig, jQuery



Contact

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Open to relocation (permit B as EU citizen)



Links

🌐 Portfolio rza.io

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

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



Key Skills

Management

- Team Development
- Mentoring
- Scrum Roadmapping
- Project Management

Software Development

- C#
- Unity
- Unity UI
- JavaScript / TypeScript
- Java [8 / 21]
- Spring Boot
- HTML5
- CSS3
- PostgreSQL / MySQL

UI/UX Design

- Adobe XD
- Figma
- Balsamiq
- Illustrator



Languages

	German	NATIVE	•••••
	English	PROFICIENT	•••••
	Swiss German	BEGINNER	•••••



Education

Oct 2012 - Apr 2015

SRH Berlin School of Popular Arts
Studies in Interaction Design

- User experience & usability
- Screen design
- App creation

Aug 2007 - May 2011

Technical University of Applied Sciences Wildau
B.Sc. in Business Computing
Grade 1.8 (± top 15%)



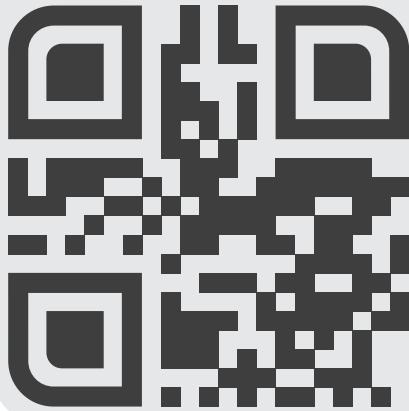
Certification

Employee Appraisal
Dr. G. Kitzmann Akademie

Employee Management
Dr. G. Kitzmann Akademie



Portfolio



Jan 2012 - Oct 2015

AdClear

Company: AdClear GmbH
Position: Lead Front End Developer
formerly: Junior Java Developer,
Tasks:

- Development of a Java web application to analyze online marketing activities and customer journeys

Technologies: Apache Wicket, HTML5 and CSS3

Oct 2009 - Mar 2012

Digitalization of Global Billing

Company: Deutsche Bank AG - Global Sourcing
Position: Freelance Developer
formerly: Intern
Technologies: MS Office, VBA, Windows API



Side Projects

Sep 2021 - Present

Kringel Games

Berlin-based Games Collective

What we do:

- Trying out game development and production methods
- Team of 2 generalists, 1 producer, 1 audio designer, 3 developers, and 2 artists
- Delivered 3 games: Progress Station, Runebreaker, BerryHunter.io

Games:

- **BerryHunter.io:** Vision Keeper and Frontend Developer
- **Progress Station:** Game Director and Lead Developer
- **Runebreaker:** Developer

Link: <https://kringel.games>

Apr 2021 - Present

Casual Challenge

Custom MAGIC: THE GATHERING Format and Event Series

What it is:

- Accessible via a budget limit
- Unique decks due to meta bans
- Organized with a professional game designer and a high school teacher

Link: <https://casualchallenge.gg>

Feb 2022 - Nov 2024

Beyond Humanity

Homebrew TTRPG System

What it is:

- Fate Core hack with narrative dice system - you not only find out if you succeed, but also get new twists into the story!
- Hard Sci-Fi setting placed on Earth in year 2867: Humanity has scattered in 8 societies that evolved unique survival strategies.
- Designed and laid out the complete player manual and supplemental documents
- Co-game mastered a long-running campaign with bi-weekly prep and monthly sessions

Thank you!