



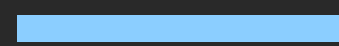
# Game Mechanics Basics

by Robert K. Pauls



# Who I am

A little bit about myself.



# About me

Your subtitle goes here



## Robert K. Pauls

Co-Founder & Managing Partner



I'm a web developer and game programmer, pursuing to work on challenging and exciting projects. I'm the Co-Founder of [Arc Hex Technology](#), a company for web-based SaaS-Products, and working towards my own small independent game studio called [Hephaestus Development](#).

## Experience

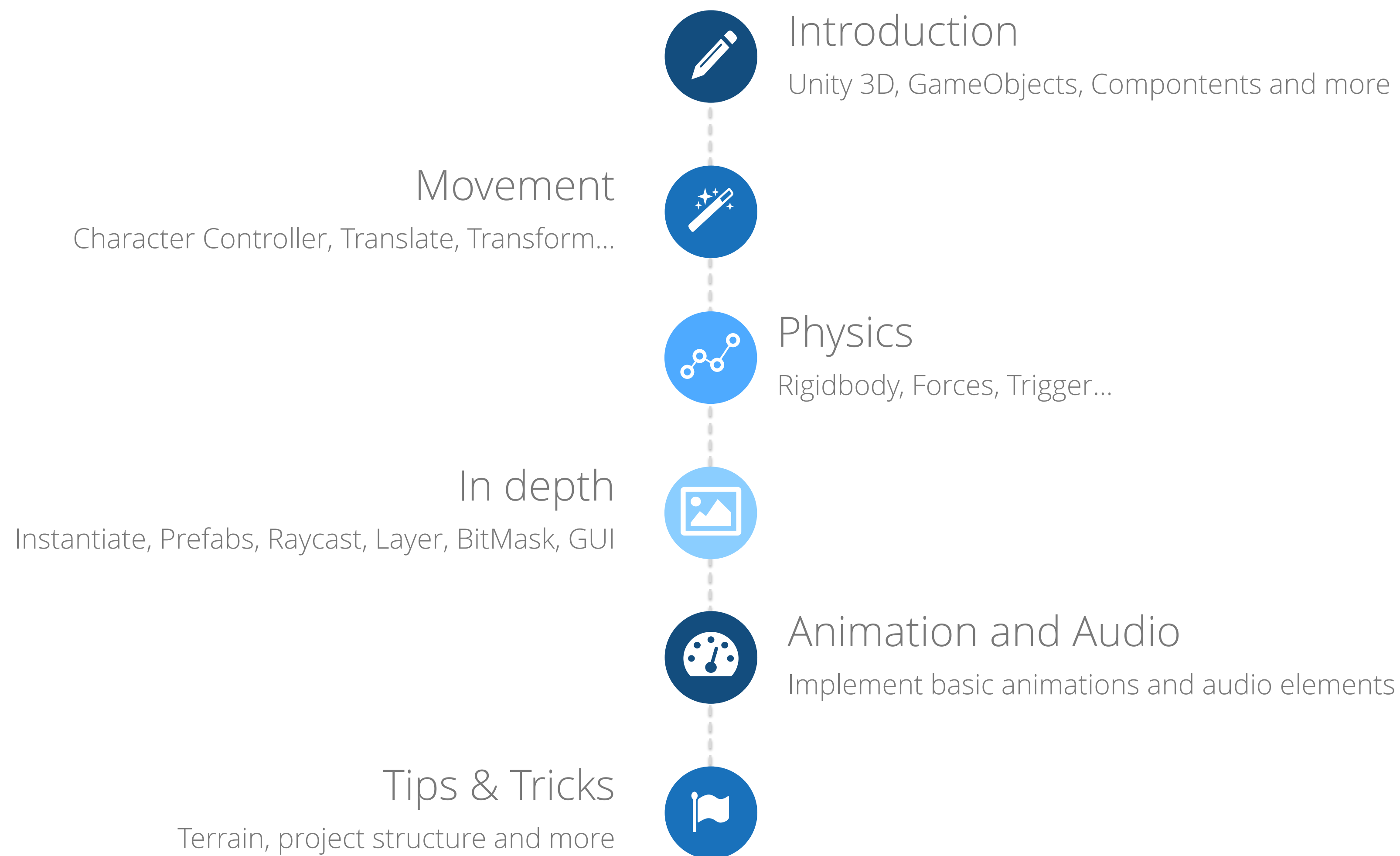
Co-Founder [Arc Hex Technology](#) (2013 – today)

Lecturer [Junior Uni Wuppertal gGmbH](#) (2010 – today)

Conference Associate [GDC Europe](#) (2013 & 2014)

Administrator [Junior Uni Wuppertal gGmbH](#) (2012-2014)

# A short course overview





# Introduction

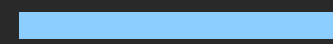
Getting familiar with Unity 3D

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# Get in touch

## Questions? Need help?



Contact

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[www.robertkpauls.com](http://www.robertkpauls.com)

# Sources

The obligatory list of external sources

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## IMAGES

SAE Institute Logo - <http://www.sae.edu/> (*Retrieved on 9. Aug 2015*)