

SIMON FRÜHAUF

Technical Game Design

Game designer with 3 years of experience across multiple projects, positions and engines. Currently studying at Breda University of Applied Sciences and doing an internship at stillalive studios.

WORK EXPERIENCE

June 2021 - present
Innsbruck, Austria

stillalive studios

Game Design on titles like Bus Sim 21 and other projects

EDUCATION

Sep 2019 - July 2022
Breda, Netherlands

Breda University of Applied Sciences

Game Design and Production (Bachelor)

Sep 2018 - July 2019
Vienna, Austria

Vienna University

Introduction Studies to Anglistic and American studies

Sep 2013 - July 2018
Merano, Italy

Humanistisches Gymnasium Beda Weber

Italian Highschool Diploma (Matura)

PROJECTS

Year 4 University
BUAS & stillalive studios

Bus Simulator 21 at stillalive studios

Internship at stillalive studios. Quality Assurance, balancing and community management.

Year 3 University
Breda University of Applied Sciences

ARID - Winner of dutch game awards 2021

Award for best student game and finalist for Rookies 2021. System implementation, rapid prototyping and Quality Assurance for a survival game made over the course of one year. Released on Steam.

Year 2 University
BUAS

Level Design in Unreal Engine

Concepting, developing and whiteboxing a Capture the Flag map for Unreal Tournament

Year 1 University
BUAS

Children's Game Gameplay Design

Concepting, prototyping and proving a core idea with minimal constraints in place

Board Game Concept

Concepting and pitching an idea based on an already existing franchise, within time and concept constraints

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Certifications

Cambridge C2 in English
Google Analytics & Adwords
Scrum 2019
SoloLearn C#
Music Education
ECDL

Skills

Game Development
Agile & Scrum (Jira)
Unreal Engine
Visual Scripting
Perforce
Unity (C# Basics)
Adobe Creative Suite
Microsoft Suite

Languages

English	(C2)
German	(C2)
Italian	(C1)
French	(B2)
Small Latinum	(Basic Latin)