



PROFILE

Dedicated Game Designer with strong technical background. +5 years experience in the industry.

Free-to-play adept with experience in designing, building and maintaining free-to-play mobile games in different genres along with international teams from 5-25 people.

T-shaped individual with deep knowledge in numerous design fields and a broad-range understanding of game development and business disciplines.

Effective communicator able to closely collaborate with people, convey ideas, share responsibilities, inspire and heed feedback.

Creative inventor able to conceptualize and develop ideas into KPI-driven products fitted for success and longevity in the modern mobile gaming market.

Tech-geek comfortable with various game engines, able to rapidly create proof-of-concept prototypes and game mechanics.

EXPERIENCE

Lead Game Designer, Chimera Entertainment

11/2015 - Present

Lead designer on **Angry Birds Evolution**, published by Rovio Entertainment.

- Responsible for system-, feature-, economy-, UX- and level-design of the project.
- Designed and spearheaded multiple f2p features in accordance to wishes of the publisher.
- Established and balanced the game-economy & meta-game in a KPI-driven approach.
- Live operations in a iterative design process focused on key-metrics and customer feedback.

Other f2p-mobile projects I worked on include:

- **Sacred Legends** (mid-core RPG) - Economy & content balancing in multiple iterations.
- **Angry Birds Epic** (casual RPG) - Live-Ops improvements of FTUE and monetization features to ensure key-metrics are consistently hit.

Lead Game Designer, flaregames

03/2013 - 11/2015

Lead designer on **Hero's Haul**, a free-to-play mobile RPG.

- Aligned the vision with the design-team, ensuring consistent feature design and development.
- Shared design efforts among fellow designers for concurrent feature implementation.
- Concise documentation of game systems and mechanics in the internal project wiki.
- Worked closely with monetization to define KPIs for live analysis.

Game Designer, flaregames

03/2012 - 03/2013

Designer on **Infinite Void** (Sci-fi strategy) and **Ocean Tower** (eco-simulation).

- Designed and balanced features & content in collaboration with the Creative Director.
- Progression and pacing, UI/UX wireframes/mockups, focus-testing, user data analysis and more.
- Rapidly prototyped new fight mechanics in Unity for an unannounced strategy game.

IT specialist in systems integration, SURE data systems

08/2006 - 04/2011

- Planning & execution of customer-oriented IT-concepts
- Windows/Linux server administration, networks, backup solutions and more

TECHNICAL SKILLS

Game Engines

Unity 5.6
Unreal Engine 4
Corona
Source Engine

Programming/Scripting

C# XHTML
JavaScript CSS
Lua JSON
Python QuakeC / ACS

Software

Office Suite OmniGraffle JIRA
Photoshop Visio / Xmind Confluence
Illustrator 3ds Max / Maya Trello
InDesign SketchUp Git / Hg / SVN

EDUCATION

Games Academy, Frankfurt a.M., Germany

04/2011 - 03/2012

- Degree in „Game Design“, two semesters. Graduation March 2012.
- Project lead for Windows Phone games Call of Carlos, Breaking Bones and Kao's Mask.
- Coursework: Game Design, Level design, Digital Art, UI design, Marketing, Project management