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## Experience

May 2016 - present	Game Design and Level Design for a new project at Wooga in Berlin
May 2014 – April 2016	Level Design for 'Futurama: Game of Drones' at Wooga in Berlin
Sep 2014 – May 2016	Created 'Mining for Meaning', a F2P mobile puzzle game for Android
Mar 2014 – Apr 2014	Junior Programmer at Mimimi Productions in Munich
Oct 2013 – Feb 2014	Bachelor thesis: 'Creating a digital prototype for a turn-based strategy game'
Mar 2013 – Jun 2013	Level Design for 'The Last Tinker' as Intern at Mimimi Productions in Munich
Oct 2012 – Feb 2013	Level Design, Game Mechanics and Programming for 'Dust Run', a university project
2012	Created 'Spectacular Sandman', a free arcade game for PC, Mac and Linux

## Education

2010 – 2014	Game Design at Hochschule für Technik und Wirtschaft Berlin (University of Applied Sciences Berlin) Graduated with a Bachelor of Arts degree (1.4)
2008 – 2010	Applied Media Studies at Technische Universität Ilmenau (Ilmenau University of Technology)