

Markus Sockel
Aalesunder Straße 2
10439 Berlin
Germany

markus.sockel@gmail.com
www.markussockel.com
+49 176 96918037

Experience

Mar 2023 – present	System Design and Feature Design for an announced game at Wooga
Apr 2019 – Mar 2023 (4 years)	Feature Design and Economy Design for ‘Ghost Detective’ at Wooga
May 2016 – Mar 2019 (3 years)	Feature Design and Level Design for ‘Tropicats’ at Wooga
May 2014 – Apr 2016 (2 years)	Level Design for ‘Futurama: Game of Drones’ at Wooga
Mar 2014 – Apr 2014 (2 months)	Junior Programmer at Mimimi Games
Mar 2013 – Jun 2013 (4 months)	Level Design for ‘The Last Tinker’ as Intern at Mimimi Games

More details regarding my work on each game can be found on markussockel.com!

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)