KILIAN SCHMITT

contact@kilianschmitt.de || kilianschmitt.de

PERSONAL STATEMENT

I'm an organized team player dedicated to deliver the best possible product to players, always looking to expand and improve my skills to honour this commitment. I enjoy optimizing my workflows, ensuring my time is spent effectively on what matters most. My hobbyist background in scripting helps aids me in achieving this.

EXPERIENCE

06/2020 – present   **Graduate Game Designer || Frontier Developments**
Systems design on Planet Zoo DLC content
Projects: Planet Zoo Australia/Aquatic/Southeast Asia packs

08/2018 – 02/2019   **Internship Live Game Design & Monetization || Gameforge**
Content and monetization design, shop maintenance, game evaluation
Projects: TERA, Guardians of Ember, SKILL, Aion, OGame, Ikariam

2017 – 2018   **Editor || gamesten.de**
Coverage of games industry news and events

PROJECTS

09/2019 – 02/2020   **"The Guardian of Cihuaton"** || collaborative thesis project
Encounter and Combat Design

06/2019 – 07/2019   **"InVector"** || 6th semester serious game
Project Management, Systems and UX Design

12/2017 – 02/2018   **"In Memoria"** || 3rd semester narrative MR game
Narrative and Level Design, Sound Direction

06/2017 – 07/2017   **"Temple of Philae"** || 2nd semester narrative game
Game Programming, Assistant Design

EDUCATION

09/2016 – 02/2020   **Cologne Game Lab** || Cologne
B.A. Digital Games – Game Design | 1.5

2008 – 2015   **Erzbischöfliches Ursulinengymnasium** || Cologne
Abitur | 2.1

PROFICIENCIES

Spoken Languages   German (native), English (C1)

Tools   Unity3D, JIRA, Microsoft Excel, WordPress

Technical   C#, HTML