

FRANZISKA RICHTER

GAME DESIGNER/ LEVEL DESIGNER



CONTACT

Social

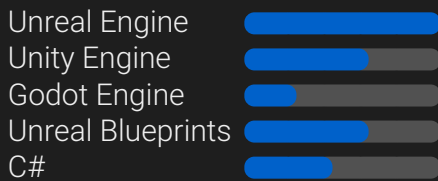
in @franziska-richter

🌐 www.franziska-richter.net

LANGUAGES

- German (mother tongue)
- English (fluent)

ENGINE SKILLS



OTHER TOOLS AND SKILLS

- Google Apps
- Microsoft Word
- Microsoft Excel
- Photoshop (Basics)
- Task tracking
- Source/Version control

EXPERIENCE

Level Designer

Hekate GmbH, Berlin | 01/2021 - Present

- Level Concepts and Blockouts
- Working with Unreal Blueprint system
- Documentation
- Base setdressing

Seller

Total Tankstelle, Dessau | 12/2017 - 09/2018

- Sales activities
- Customer care
- Self and time management within the shift work

Voluntary childcare

Mehrgenerationenhaus, Dessau | 06/2017 - 10/2017

- Childcare for participant of german courses
- Responsibility for children of different age
- Advice during the project

Selling assistance

Karstadt Dessau, Dessau | 10/2016 - 01/2017

Student internship

Designschule Leipzig, Leipzig | 01/2014

EDUCATION

Game Designer / Game Development

S4G School for Games GmbH, Berlin | 10/2018 - 09/2020

- Graduation: Game Designer with a focus on Game Development
- Projects: Solidgate, Gork&Clyde, Onions Adventure

Abitur

Gymnasium Philanthropinum, Dessau | 2009 - 2017

EXTRACURRICULAR ACTIVITIES

AG "Kreatives Schreiben" Gymnasium Philanthropinum Dessau

- 2009 - 2015
- Creative writing of stories
- Giving and receiving feedback about the own work

Cheerleading Black White Cats (SV Dessau 05)

- 2009 - 2015
- Team sports with participation in championships

Workshop/ Film project Offener Kanal

- 2011
- Film project with a small team

Dancing „SCHAUT-hin!“ e.V

- 2002 - 2012