

## Brain+ Enhance | Brain+ Recover



### Brain+ – Copenhagen

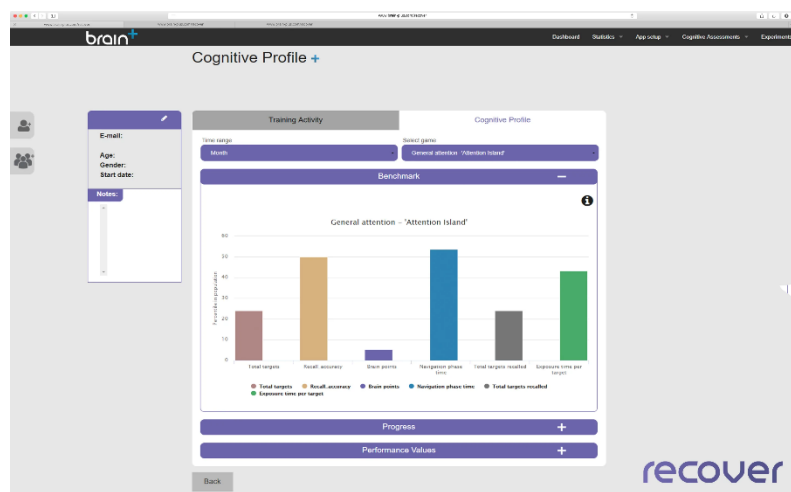
*Position:* CE Marking, Documentation, UX Design, Translation  
*Team size:* -  
*Engine:* Unity (Mobile Application/Games)

#### My tasks:

- ✓ CE Marking
- ✓ Documenting
- ✓ Translation (to German)
- ✓ Meeting Coordination
- ✓ CE Standards Workshops
- ✓ UX Design
- ✓ UI Design
- ✓ Testing

#### Description:

Brain+ Recover is a flexible rehabilitation tool that automatically adapts to fit the users needs and their state of cognitive functions. The user's cognitive capabilities are assessed upon the initial session and, based on that assessment, a tailor-made program is created for them. Furthermore, the app keeps adapting as their needs change.



## Das Boot VR - Prototype

### Aesir Interactive - Munich

*Position:* Quality Assurance Manager  
*Team size:* -  
*Engine:* Unreal Engine (VR Game)

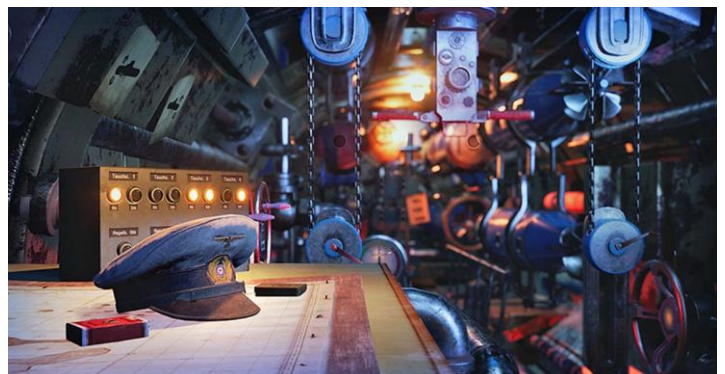


#### *My tasks:*

- ✓ Task distribution
- ✓ Task management
- ✓ Testing
- ✓ Testing coordination

#### *Description:*

Das Boot VR is a unique and state of the art VR experience for the Oculus Rift and HTC Vive. Based on one of Germany's most important and internationally acclaimed movie "Das Boot", the game lets you become a member of a German U-boat crew during the World War II.



## BMW - Collaborative Design in VR

### Aesir Interactive - Munich

*Position:* Quality Assurance Manager  
*Team size:* -  
*Engine:* Unreal Engine (VR Application)



#### *My tasks:*

- ✓ Task distribution
- ✓ Task management
- ✓ Testing
- ✓ Testing coordination

#### *Description:*

Aesir Interactive is creating the future of interactive planning and developing new vehicles and products for the automobile industry.

Developed by Aesir Interactive for BMW Group, the application allows users to interact with vehicles, the environment and other users. Users can join the session from everywhere around the world, using a desktop or VR devices.

The interaction model allows users to move and interact with their hands freely and without an additional controller. Users can manipulate vehicles in real-time and evaluate the changes in the vehicles' original dimensions.



PROJECT SPOTLIGHT

## Windstorm – The Game

### Aesir Interactive - Munich

*Position:* Quality Assurance Manager  
*Team size:* -  
*Engine:* Unreal Engine (3D Game)



#### My tasks:

- ✓ Task distribution
- ✓ Task management
- ✓ Testing
- ✓ Testing coordination

#### Description:

*Ostwind – Das Spiel* (engl. *Windstorm – The Game*) is a horse adventure and riding simulation released on PC, Nintendo Switch and Playstation 4 in parallel with the release of the *Ostwind 3* movie to cinemas. Based on the successful *Ostwind* movies and best-selling books, you slip into the role of Mika and immerse yourself deeper into the fascinating world of the horse whisperer and her black stallion, *Ostwind*. Ride through a stunning landscape, master challenging ride and jump obstacles, take good care of *Ostwind* and meet beloved characters from the franchise.



## Subsieve

### Aesir Interactive | Icebird Studios - Munich

*Position:* Quality Assurance Management  
*Team size:* -  
*Engine:* Unreal Engine (3D Game)



#### My tasks:

- ✓ Task distribution
- ✓ Task management
- ✓ Testing
- ✓ Testing coordination

#### Description:

Subsieve is a mix of MOBA and RTS, connecting ingenuity of different tactics with resource management and coordination of several units. The whole game is set in an underwater world after an apocalypse, setting most of the world under water. Subsieve allows up to 12 players to dive into the depths of the ocean and fight exciting real-time battles.



## Cleverbelles Adventures – To the Rescue

### Mediadesign University – Sugar VR

*Dev. time:* July 2018 (4 Weeks)  
*Position:* Producing, Level Design  
*Team size:* 6  
*Engine:* Unity (VR Game)

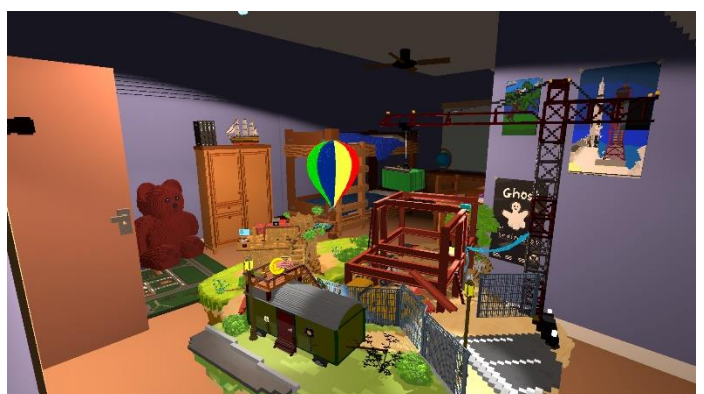


#### *My tasks:*

- ✓ Project Management
- ✓ Level/Puzzle Design
- ✓ Character/Concept Design
- ✓ Event Exhibition Organization
- ✓ Documentation
- ✓ Testing

#### *Description:*

Oh no! Mr. Catbert Oppenheimer is stuck again!  
Discover Cleverbelles colourful, cheery, wonderful world in VR, let her take you on a colourful, atmospheric nostalgia trip and bring your favourite childhood toys back to life. Help Cleverbelle to save her neighbours' cats by solving small puzzles, discovering new objects, fixing them and interacting with them again.



## Rite of Warriors

### Mediadesign University – Rebellic

*Dev. time:* July 2018 (4 Weeks)  
*Position:* Producing, Art, Voice Acting, Level Design  
*Team size:* 4  
*Engine:* Unity (3D Game)



#### My tasks:

- ✓ Project Management
- ✓ Level Design
- ✓ Logo Design
- ✓ Font Design
- ✓ Voice Acting
- ✓ Event Exhibition Organization
- ✓ Documentation
- ✓ Testing

#### Description:

When great Warriors die, their souls descend to the Netherworld. In this surreal world, the last duty of a hero is to perform a special ceremony. During this event, known as Rite of Warriors, two heroes need to team up in order to defend a Soul Shrine against evil Demons. Use your sword for slashing action and place cannons to blast your enemies away. Help your team-mate by using powerful skills, when they are in serious trouble. Only if you succeed to defend the Shrine, your souls may ultimately be redeemed...



## Realm of the Machines

### Mediadesign University – ENIGMA

*Dev. time:* July 2017 – August 2017  
*Position:* Art, Level Design  
*Team size:* 8  
*Engine:* Unity (2D Game)



#### My tasks:

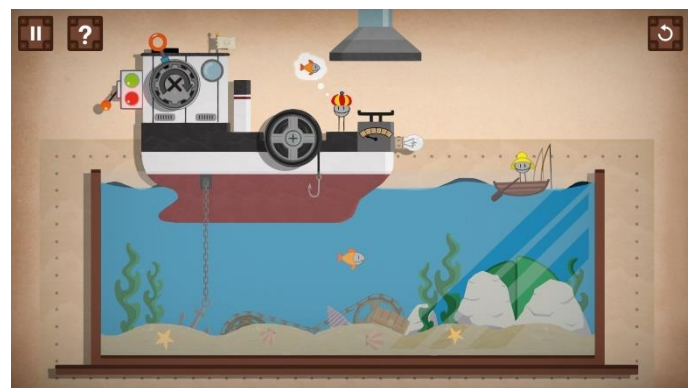
- ✓ Environmental Asset Design
- ✓ Character Art
- ✓ Level Design
- ✓ Gameplay Asset Design
- ✓ Social Media and Community Management

#### Description:

Realm of the Machines is a 2D Puzzle Game Adventure. The player needs to connect gear wheels to solve small puzzles, so the adventure of the “Mimic” Pi can continue. After completing each level, the player is rewarded with satisfying animations and a new insight of the Mimic-world.



2nd Place: Category Newcomer/Prototype



1st Place: Ubisoft Blue Byte Award (Newcomer)





## Realm of the Machines – Tales of Pi

### Mediadesign University – ENIGMA

*Dev. time:* July 2017 – August 2017  
*Position:* Art, Level Design, Game Design, Story, Code  
*Team size:* 1  
*Engine:* RenPy (2D Game)



#### My tasks:

- ✓ Asset Design
- ✓ Character Art
- ✓ Scripting
- ✓ Story Writing
- ✓ Game Design

#### Description:

Realm of the Machines – Tales of Pi is a 2D Visual Novel. The player takes on the role of Pi, the prince of Mimic-Land and is sent on an adventure to prove himself worth. On his trip, he meets other Mimics and must decide upon their faith. Every decision will affect the story and other characters. It's up to the players' choices, if Pi will make it.



## Chronicles of Zuro

### Mediadesign University – EXMAT

*Dev. time:* February 2017 – March 2017  
*Position:* Level Design, Game Design  
*Team size:* 7  
*Engine:* Unity (3D Game)



#### *My tasks:*

- ✓ Level Design
- ✓ Game Design
- ✓ Puzzle Design
- ✓ World Design

#### *Description:*

The Chronicles of Zuro is a 3D action adventure game about Zuro, a young and adventurous fellow who works at a restaurant, located on a giant tortoise.

In this demo, players have to explore a mysterious forest, solve small puzzles and beat enemies in order to find three hidden altar stones. Once the stones have been placed, a haunted enemy will appear and challenge the players to prove their skills in a big final battle.



## Biophosis

### Mediadesign University – EXMAT

*Dev. time:* July 2016 – August 2016  
*Position:* Art, Level Design, Game Design  
*Team size:* 7  
*Engine:* Unity (2D Game)



#### My tasks:

- ✓ Environmental Asset Design
- ✓ Game Design
- ✓ Mutator-System Design

#### Description:

Biophosis is a 2D Action Arena Brawler. Up to four players control creatures that battle each other in an arena made of two layers. The players can use and combine powerful mutations with the goal to achieve the highest score by beating enemy players. These temporary mutations merge automatically when a player collects two Mutators in the level.

