

Job Experience

Since 09.2022**Self-employed (Cologne, GER)**

In order to advance my personal development and pursue potential opportunities to complete my Master's thesis, I made the decision to pursue self-employment. Currently in the initial phase of building my business, my efforts are primarily focused on providing consulting services, collaborating with clients on proposal writing, and overseeing project management initiatives within the game industry.

05.2022 - 09.2022**Bitcrowd (Berlin, GER, remote)**

As a **Technical Project Manager** for an IT Service Provider focused on web apps, I successfully **managed two teams** of 5+ people each using **agile methods**, with responsibilities including implementing and optimizing processes, planning sprints using the **SCRUM framework** as well as acquiring and defining requirements, budgeting and resource allocation.

06.2019 – 04.2022**Nurogames (Cologne, GER)**

As a **Project Manager for gamification and serious game projects on mobile and VR devices**, I led teams of 3-5 people using agile methods to deliver multiple successful projects. My responsibilities included acquiring and defining requirements, including **game design and quality assurance**. I used the **Kanban framework** for time planning and managed the finance planning, including budgeting and resource allocation
I also wrote **proposals for publicly funded tenders and R&D projects**, with a success rate of approximately 30%.

11.2018 – 05.2019**Cologne Game Haus (Cologne, GER)***Student Job / Temp*

Office Manager in the administrative team of the CGH, where I managed office administration and communication with tenants, conducted inventory management and designed and maintained the company website using **Wordpress**.

11.2015 – 05.2019**Plieske + Lederer (Sankt Augustin, GER)***Student Job / Temp*

Corporate Designer & Digital Manager as part of the digitization team in the company. I developed and implemented a digitization strategy, including market analysis, SEO, social media management, and website design and coordinated purchasing processes.

Education

Since 09.2020

M.A. Game Development and Research (1.7*)

Game Development and Research class, with an additional focus on Media Studies.

03.2018 - 09.2020

M.A. Digital Management (1.9)

Hochschule Fresenius (Cologne, GER)

Developed Management Skills in the areas of finance, entrepreneurship, innovation, leadership, law and organization.

Master Thesis: "Global market entry possibilities for an E-health solution supporting patients with smart prosthetics based on an analysis of different global health care systems"

10.2014 – 02.2018

B.A. Digital Games (1.7)

Cologne Game Lab, TH Köln (Cologne, GER)

Game Development and Media Studies class, with a specialization in Game Design and Game Art.

Bachelor Thesis: "The player as developer: An analysis of the motivations of players to create game modifications and a practical application in the form of design and planning of an interactive game development performance."

09.2016 – 01.2017

Exchange Semester: B.A. Entertainment Design (NG)

Hanyang University (Ansan, KOR)

Exchange Semester with a focus on Typography, Speech & Presentation. Korean Language Course finished with a TOPIK1 certificate.

10.2013 – 06.2014

B.Sc. Architecture (Unfinished, 2.0)

RWTH Aachen (Aachen, GER)

Other Activities

Since 2023

Cash auditor and arbitrator for the Bowlingfreunde Bonn

Bowlingfreunde Bonn e.V. (Bonn, GER)

2015-2018

Official Tutor for Pupil Interns

Cologne Game Lab, TH Köln (Cologne, GER)

2015

CGL Improv Club Organizer & Founder

Cologne Game Lab, TH Köln (Cologne, GER)

2012-2014

Youth Representative of the Bowlingfreunden Bonn e.V.

Bowlingfreunde Bonn e.V. (Bonn, GER)

2013

English Drama Group Organizer & Leader

Kardinal Frings Gymnasium (Bonn, GER)

Skills

Advanced

- Gamification and Serious Games Development
- XR / VR / AR Development
- Research & Academic Writing
- Production including planning & organization
- Problem Solving
- Agile Management, including SCRUM and Kanban
- Illustration & Design

Intermediate

- Research & Development for Healthcare Industry, with a focus on German Healthcare, including GDPR related topics
- Customer Interaction & Account Management
- Game Design and Development (Unity 3D, C#)
- SEO

Basic

- Web Development (HTML, CSS, Javascript)
- Data Analysis (R, Rapidminer)
- Social Media
- Contract- and Company Law

Tools & Technical

Advanced

- Very good English (C2) and German (Native) Knowledge
- Microsoft Office, especially Excel, PowerPoint and Word
- Atlassian Products like Jira (Classic & Next Gen) and Confluence
- Unity 3D
- Photoshop, After Effects and Illustrator

Intermediate

- WordPress
- 3D Modelling
- Google Ads & Google Analytics

Hobbies

My personal hobbies include drawing and creating art, travelling and exploring new spaces, hosting and organizing Pen & Paper gaming sessions, gardening, playing video games and crafting. I also regularly play Bowling in a league and compete on tournaments.