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Structured, reliable, and self-reliant game and application developer with 10+ years of experience developing digital products. Focused on the tasks at hand, while also considering team performance. Flexible in adjusting to different projects, and creative with a multitude of interests and ambitions.

EXPERIENCE

Bonus Level Entertainment Mid-2021

Lead Developer - leading the 2-3 person strong tech team, mentoring the development team, developing games with the *Unity* engine for desktop and consoles.

Try Hard Interactive Early 2021

Game Developer - development of games with the *Unity* engine focused on UI and UI animation, assistance in the area of *Shaders* and *VFX*

Ravensburger 2017

App Developer - development of game and application logic, primarily with the *Unity* engine, focused on frontend and UI for mobile

Ravensburger - Digital 2013

Frontend Developer - development and extension of game logic with *ActionScript 3* for *Flash* with an emphasis on UI/UX and *VFX* for *Facebook*

Ravensburger - Digital 2012

Game Design Intern - development of concept, software, and *VFX* for a variant of a famous *Ravensburger* title for *Facebook*

Ravensburger - Digital 2011




Web Development Intern - developing with *ActionScript 3* and *Flash* for web and *Facebook*

SKILLS

Technical

-  **Unity 3D, C#**
Professional 7+ years
-  **Flash, ActionScript 3**
Professional 5+ years
-  **JavaScript**
Professional 2 projects
-  **HTML, CSS, PHP**
Private ongoing
-  **Java**
Private 1 project
-  **Console Porting**
Professional 1 project
-  **Mobile (iOS & Android)**
Professional 5+ years
-  **VCS (Git & Svn)**
Professional 10+ years

Visual

-  **Image Editing**
Professional assisting
-  **Blender**
Professional assisting
-  **Art (Digital & Analog)**
Private

TRAINING

Unity Editor Scripting

2019

Video training on [Udemu](#)

Unite Copenhagen

2019

Attendance at the *Unity* developer conference in the Danish capital

Scrum Jumpstart

2019

Participation at a company workshop for the fundamentals of *Scrum*

EDUCATION

Design Schule Schmerin 2008 to 2011

Schooling in the subject of *Game Design* with an emphasis on *Game Artistry* and *Game Level Design*

Tech Art



Animation

Professional assisting



VFX

Professional assisting



Shaders

Professional assisting

Various



Game & Level Design

Private theoretical knowledge



Writing, Worldbuilding

Private



Video Editing

Private



English, German

Business fluent



Audio Editing

Private

HOBBIES

Things I do in my spare time

	Youtube
	Sports
	Gaming
	Reading
	Movies, TV Shows

INTERESTS

Things I want to learn

	Acting, Voice Acting
	Marketing
	Product Management
	Music Production
	Spirituality

ABOUT ME

A more personal glance

My name is Tobey, and I'm living in a cosy apartment in *Mering*, a small German Town near *Augsburg*. I'm a Father of 2 sons and a husband of 1 wife. Even though my demeanor stopped aging when I was about 12, my body is actually 35 years of age.

I like to work creatively and digitally. Therefore, I spend a lot of time in front of a PC, to do just that. I might also do some sports from time to time.

