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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

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

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

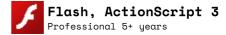
### Ravensburger - Digital

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

## SKILLS

#### Technical











Console Porting Professional 1 project



VCS (Git & Svn) Professional 10+ years

#### Visual

2013

2012

2011



Blender Professional assisting

🌠 Art (Digital & Analog) Private

## TRAINING

## Unity Editor Scripting

2019

Video training on Udemy

#### 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 Schwerin 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



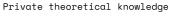
Shaders

Professional assisting

#### Various



Game & Level Design





Writing, Worldbuilding
Private



Video Editing



English, German
Business fluent



Audio Editing
Private

# HOBBIES

Things I do in my spare time

	Youtube
4 - 1	Sports
•	Gaming
	Reading
<b> </b>	Movies, TV Shows

# INTERESTS

Things I want to learn

<b>E</b>	Acting, Voice Acting
	Marketing
	Product Management
F	Music Production
Å	

## ABOUT ME

A more personal glance

My name is Tobey, and I'm living in a cosy appartment 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.

