



## ABOUT

Passionate Game and Level Designer with **eight years** of professional experience in different genres incl. three years working on **Wooga's Jelly Splash** as **Lead Game and Level Designer**.

## EXPERIENCE

01 | 2017 – Present

**FOUNDER / GAME AND LEVEL DESIGN FREELANCER**  
**PlayHeart Games** – Self-employed

- **Wooga:** Jelly Splash – Match3 – Lead Designer, 1700+ levels
- **Mighty Kingdom:** Wild Life: Puzzle Story – Bubble Shooter – 530 levels
- **Mobile Game Doctor:** Design consultation for several F2P Mobile Puzzle games
- **Eastside Games:** The Goldbergs: Back to the 80s – Idle – Scene blocking
- **Popcore:** Connect the Pops! – Match3 – 50 levels
- **etermax:** Unannounced project – Puzzle – 200 levels
- **Lyrebird Game + Audio:** Alien Superstars – Match3 – GDD, 140 levels
- **faktor zwei:** Time Drop – Match3 – GD / LD consultation
- **Self-published titles:** pixelBOT EXTREME! – Shoot 'em up – PS4, PC (Steam)

11 | 2013 – 12 | 2016

**LEAD GAME AND LEVEL DESIGNER – JELLY SPLASH**  
**Wooga** – Full-time

- Contributed to over 1700 levels, designed over 30 level elements
- Design of *The Ancient Tower* and *Treasure Hunt* retention features
- (Re-)Balancing on a regular basis using Analytics and KPIs
- Mentored and taught several associate designers

05 | 2013 – 11 | 2013

**GAME AND LEVEL DESIGNER**  
**Sixteen Tons Entertainment** – Full-time

- **Emergency 5** – RTS – Mission design (10 main missions)

09 | 2012 – 05 | 2013

**GAME AND LEVEL DESIGNER**  
**cerasus.media** – Full-time

- **Dark Mysteries: The Soul Keeper** – HOPA game – Game design
- **Happy Dragon** – Arcade – Game and Level design
- **My Mine** – Arcade – Game design
- **Ugly Animals** – Puzzle – Level design
- **100% Hidden Objects** – Hidden Object – Level design, Balancing

## EDUCATION

09 | 2009 – 08 | 2012

**OFF-THE-JOB TRAINING – GAME DESIGNER (HBFS)**  
**Designschule Schwerin**