



# Edgar Schoenknecht

## game-developer

Hi there! My name is Edgar, I live in Berlin and am currently looking for new challenges as a game programmer.

In the last years of studying, I taught myself how to code and design games. What I really like about making games is to come up with new, complex mechanics, while keeping in mind the usability for gamers. I apply those same base principles when developing tools for designers. As a part of a team, I like to share knowledge, so that we all can grow and learn together.

## PERSONAL INFO

Location  
Berlin

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EdgarSchoenknecht.com

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## LANGUAGE

● ENGLISH ● GERMAN

## education

Mediadesign Hochschule 2015 – 2019	B.Sc. in Game Design <i>Specialization Game Programming</i>	Berlin 7 sem.
Games Academy Hochschule 2014 - 2015	Study Game Design <i>Majoring Game Design</i>	Berlin 2 sem.
Games Academy 2014	Certificate Course <i>Game Development Basic</i>	Berlin 3 weeks
Hochschule Bochum 2010 - 2014	Study Engineering <i>Majoring Electrical Engineering</i>	Bochum 7 sem.

## experience

April - August  
2018  
(5 month)

### Junior Developer (Internship)

AnotherWorld VR, Berlin

I worked with Unreal Engine on the VR title "Kobold: Chapter 1". My tasks were scripting new and additional features with UE-Blueprint, quality assurance, bug fixing, performance optimization, retopology of scanned 3D objects and photogrammetry.

## projects

Project Name	Duration	Hours	Team Size	Role	Year
Phantom Alien Kolibri Game Jam Puzzle	30 h	8	Developer	2019	
eCoach (cancelled) Independent project	2 mth	3	Designer, Developer	2019	
KOBOLD: Chapter I AnotherWorld VR Horror VR	5 mth		Junior Developer	2018	
Bread and Games 5th Semester Couch-Coop	4 wks	12	Game Designer, Developer, Product Owner	2018	
Lost Gold 4th Semester Serious Game	4 wks	3	Developer	2017	
Endstation 4th Semester Escape Room	5 wks	10	Game Designer, Handyman	2017	
Niu's Adventure 3rd Semester 3D Jump'n'Run	3 wks	5	Developer	2017	
Bjorn 2nd Semester Hack'n'Slay	4 wks	6	Game Designer, Developer, Product Owner	2016	
Glow 1st Semester 3D Jump'n'Run	4 wks	5	Game Designer, Developer, 3D Artist	2015	

## skills

Unity3D	●●●●●○	Game Design	●●●●○
Unreal Engine	●●●●○	Scrum	●●●●○
UE-Blueprint	●●●●○	Photogrammetrie	●●●●○
C#	●●●●○	PlayFab	●●●●○
JavaScript	●●●●○	Teamwork	●●●●○
HTML	●●●●○	Communication	●●●●○
CSS	●●●●○	Growth mindset	●●●●○
Git	●●●●○	Leadership	●●●●○
Virtual Reality	●●●●○		