Edgar Schoenknecht

Game Designer

Since I got into game design professionally, I quickly realised that making games is an interplay of different people with different personalities. Which is why I like to try to describe myself as a person in this text. I tend to be the quiet type at first and it takes me a while to warm up, but friends would describe me as open-hearted, self-reflective and self-critical. I am quite analytical and technical things fascinate me. I like to try new things and always like to learn. I like to talk about God and the world but also like to listen to others. One of my favourite quotes is from Sokrates: "I know that I know nothing".

PERSONAL INFO

Location
Sweden

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EdgarSchoenknecht.com

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LANGUAGE

● ENGLISH   ● GERMAN

Education

Since 2020

University of Skövde
Game Development Master's Program
In August 2020 I'm moved to Sweden to study Game Development with a specialization in Game User Experience.

2015 - 2019

Mediadesign Hochschule Berlin
Game Design and Informatics (Bachelor)
At the MDH I learned the basics of Game Design and taught myself how to code and making games. We were able to make our own projects in teams and learned a lot from our mistakes during the developing process.

2014 - 2015

Games Academy Hochschule
Game Design
My first experience with game development I gained here. I completed a 3-weeks certificated course and then applied for the University. Unfortunately, the school went bankrupt after 2 semester and I switched to the MDH.

Experience

**July - February
2021 - 2022**

Unity Developer Freelancer
Studio2B
At Studio2B, I develop and maintain a VR project using Unity. I also support employees and customers with technical issues and questions.

**April - August
2018**

Junior Developer Internship
AnotherWorld VR, Berlin
During my internship I worked with the Unreal Engine on the VR experience "Kobold: Chapter 1". My tasks were scripting new and additional features with UE-Blueprint, QA, bug fixing, performance optimization and the retopology of scanned 3D objects. I also learned the workflow of photogrammetry.

Projects

Project		Duration	Team	Role
KOBOLD: Chapter I Shipped Title — Horror VR		5 mth	-	Junior Developer
Broken Unity Game Daedelic GGJ2020 — Platformer		48 h	4	Designer, Coder
Phantom Alien Kolibri Game Jam — Puzzle		30 h	8	Coder
Memorie Ubisoft Game Jam — Puzzle		48 h	5	Coder
Bread and Games *5th Semester* — *Couch-Coop*		4 wks	12	Designer, Coder, PO
Lost Gold *4th Semester* — *Serious Game*		4 wks	3	Designer, Coder
Endstation *4th Semester* — *Escape Room*		5 wks	10	Designer, Handyman
Niu's Adventure *3rd Semester* — *3D Jump'n'Run*		3 wks	5	Coder
Bjorn *2nd Semester* — *Hack'n'Slay*		4 wks	6	Designer, Coder, PO
Glow *1st Semester* — *3D Jump'n'Run*		4 wks	5	Designer, 3D Artist

Proficiency

unity   unreal   c#   excel   github