

# FELIX RICHARD SCHMIDT

## Programmer and Game Designer

### Contact

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### Engine Knowledge

Unity (C#)  
● ● ● ● ● ● ● ● ● ● ○  
Unreal (C++)  
● ● ● ● ● ● ● ● ● ○ ○  
Game Maker (GML)  
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### Additional Experience

I also worked in JavaScript, PHP, MySQL, HTML5 and CSS3. My website is designed, developed and maintained by myself.

I am a quick learner and can adapt quickly to new teams, development environments or new coding languages.

### Soft Skills

- communication
- creativity
- organization

### Language(CEFR)

German  
C2 - confident in business  
English  
B2 - used daily

### Scrum

Scrum Training  
2016 Februar  
2016 November  
Scrum Master  
2017 August - 1 month

### Education:

October 2015 - Present: **Mediadesign University**, Berlin, German  
"MDH Berlin"- **Game Design**  
Focus: Programming  
Received Degree: Bachelor of Science

October 2014 - October 2015: **Technical University**, Ilmenau, German  
"Tu Ilmenau" - **Computer Science**

September 2007 - July 2014: **Grammar School**, Gotha, Germany  
"Gustav-Freytag-Gymnasium" - **A Level**

### Projects:

#### Fluffy Dice

Fluffy Dice is a family firendly couch coop board style video game where players compete against each other as cats, that are also dice.

Platform: PC, Xbox, Playstation  
Team size: 9  
Position: Programmer  
Time frame: 2 Months  
Engine: Unreal 4

#### Voting Sheeps

The player is running for president and tries to get votes. He has to convince as many people as possible and switch between masks to manipulate the people.

Platform: Android  
Team size: 4  
Position: Programmer  
Time frame: 3 Day (GameJam)  
Engine: Unity

#### Blowfish

It is a twin stick shooter 2D side scroller game where the player shoots at fish in an under water arena.

Platform: PC  
Team size: 6  
Position: Programmer  
Time frame: 2 Months  
Engine: GameMaker

#### Tokyo Rush Hour

This is mobile puzzle game about applied simple rules and how they work for solving puzzles.

Platform: Android, IOS  
Team size: 2  
Position: Programmer  
Time frame: 1 Month  
Engine: GameMaker

#### Colorigami

It is a 3D Platformer where you walk through a world made out of paper and possess the ability to assign specific colours, altering the properties of platforms, i.e. make them start or stop moving or scale their size.

Platform: PC  
Team size: 3  
Position: Programmer  
Time frame: 2 Month  
Engine: Unreal 4