

FELIX TANNHOFF

Game Designer

@ftannhoff10@googlemail.com 📍 Kaiserslautern, Germany

SUMMARY

Creative and team-oriented Game Designer with 3+ years of experience. Excellent communication, organizational, and interpersonal skills.

EXPERIENCE

Game Designer 08/2022 - Present
Lazy Wolf Entertainment Kaiserslautern
Germany

Fully designed and created Temple of Viir (3D Puzzle Game)
• Designed, implemented and tested all the puzzles

Game Designer 09/2021 - 09/2021
Xurreal Kaiserslautern
Germany

Bots per Minute (Game Jam)
• Designed and implemented gameplay mechanics

EDUCATION

C++/Qt-Developer 08/2023 - 10/2023
alfatraining Bildungszentrum GmbH Kaiserslautern
Germany

Training as an IT specialist for application development (Dropped out) 08/2020 - 03/2022
VLH e.V. Neustadt an der
Weinstraße
Germany

Bachelor of Science in Media Information Technology (Dropped out) 09/2017 - 07/2020
Hochschule Kaiserslautern, Standort Zweibrücken Zweibrücken
Germany

LANGUAGES

German Native ●●●●● English Fluent ●●●●●



STRENGTHS

☆ **Expertise in Game Mechanics**
Designed and implemented complex game mechanics

SKILLS

Game Design · Level Design ·
User Interface Design ·
Game Mechanics Design ·
Communication · Problem Solving ·
C# · C++ · JavaScript · SQL ·
Unreal Engine

ACHIEVEMENTS

✓ **Uploaded a game to Itch.io**
Build a game completely from scratch and uploaded the finished product

✂ **Completed multiple online courses**
Completed courses for Unreal Engine and Game Design