

MARTEN RICHTER

GAME DESIGN

VFX | TECH ART

CODE



DOB

08/03/1989

Languages:

German (native)
English

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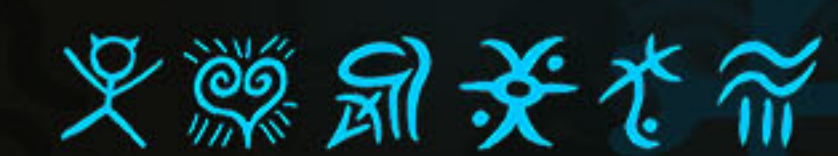
ABOUT ME

I'm a game developing generalist. With a diverse set of skills I can provide a unique perspective to the team, can transition between roles or prototype whole systems. I aim to use games as a tool to improve communication to ourselves and social interaction.

Have a look at my website for more information.



VITA



it MATTERS GAMES

CODE

2022 to 2023

Release of MyBabyDragon.
Prototyping Unannounced.
C#, Unity



GAME DESIGN

2019 to 2021

Education. Multiple Projects.



VFX

Prototype, Unity



SET DRESS, VFX

Prototype, Unreal



GAME + LEVEL DESIGN

Prototype, Godot



GAME DEVELOPMENT

2016 to 2018

Education.



IT-ELECTRONICS

2013-2014

Studies.



ENVIRONMENTAL ENGINEERING

2011 to 2012

Studies.



RENEWABLE ENERGY ASSISTANT

2008 to 2011

Education.



SKILLS

