**Robin Vahland**Technical Designer
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Education

2014 – Current **Bachelor of Science** in International Games Architecture and Design at the NHTV University of Applied Science Breda

2012 – 2014 Bachelor of Science in Computer Science (incomplete) at the Universität Duisburg-Essen

2005 – 2012 **Abitur** **(German A-levels)** at the Landfermann Gymnasium Duisburg

Skills

**Proficient:** Unreal Engine 4, Unreal Engine’s Blueprints, Technical Design, System Design, VR Development, Communication & Teamwork.

**Intermediate:** Unity 3D, LUA, Java, Object-oriented Programming, Microsoft Office, Perforce, Puzzle & Combat Design.

Languages

**German** First Language

**English** Fluent

Projects

Q1 2018 – Current Doing all Design and Programming on **Untitled**, A procedurally generated roguelike game.
Personal Project

Q3 2016 – Q3 2017 Technical Designer and Puzzle Designer on **Da Vinci’s Workshop**. A VR escape room experience
University Project in cooperation with **Ubisoft**.

Q2 2016 Narrative Designer and Game Designer on **Soul Knight**. A third-person action plattformer.
University Project

Q1 2016 Narrative Designer and sole Programmer on **Fade**. An experimental narrative experience
University Project.

Q3 2015 – Q4 2015 Technical and Narrative Designer on **Brunswick Road Manor**. A horror game.
University Project

Q1 2015 – Q2 2015 System Designer on **Echo**. A 3D Bat Simulator.
University Project

Q3 2014 – Q4 2014 System Designer and Design Lead **Super Paper Fire Fighter.** A 2D jump ‘n run.
University Project