**Robin Vahland**Technical Designer  
[robin.vahland@web.de](mailto:robin.vahland@web.de)  
<https://robinvahland.weebly.com>

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