



born 09.05.1998

CONTACT



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FYNN RIEGER

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EDUCATION

Stuttgart Media University

March 2018 - January 2024

- Mobile Media bachelor degree program (Computer Science, Interaction Design)
- No degree

KEY POINTS:

- Game Development
- User Interaction Design

MILESTONES:

2022 ○ Orpheus - Game (Unity 3D)

Orpheus is a single-player 3D puzzle adventure game with stealth elements in which the player navigates through the darkness of the Greek underworld as Orpheus in order to save his beloved Eurydice. This game was created as a student project as part of the **Gaming Lab** course.

Duration: 4 months

Team size: 21 students

Platform: PC

My Roles: Level Design, Game Design, System Design

2021 ○ Tied Up in Space - Game (Unreal Engine 4)

Tied Up in Space is a co-op 3D action platformer game in which two players are connected by a cable and have to demonstrate good teamwork. This game was created completely remotely as part of the course **Interdisciplinary Game Project**.

Duration: 4 months

Team size: 24 students

Platform: PC

My Roles: Level Design, Game Design, Combat Design, User Interface Design

2020 ○ Unity Developer at b.ReX GmbH - Internship

November 2020 - April 2021

6-month internship as part of the practical semester

- Porting a mobile Unity application to Windows
- Conception and implementation of a user interface concept for a Unity application
- Close collaboration with UI/UX designers and developers
- Carrying out and evaluating user tests
- Conception and development of a prototype for a 2D arcade game

RELEVANT COURSES:

Game Development:

Game Design
Theory of Game Development
Gameplay Programming
Game Art
Mobile Game Design
Mobile Game Development
Artificial Intelligence for Games
Sound Design for Games

User Interaction Design:

User Interface Design
User Experience Design
Usability Engineering
Usability Engineering Projekt
Mobile Content

Eduard-Spranger-Gymnasium Filderstadt

September 2008 - Juli 2016

- Degree: *Abitur*

EXPERIENCE

Scientific student assistant

April 2022 - August 2022 at Stuttgart Media University

- Developing an accessibility concept together with the customer
- Creating guidelines for daily usage of iOS devices and applications

Federal Volunteer Service

March 2017 - March 2018 at "Karl-Schubert-Gemeinschaft"

One year of voluntary social work in a workshop for people with disabilities.

- Instructing and training 25 employees with disabilities in the metal workshop
- Co-organisation of the daily transport of 110+ employees with disabilities

Service Staff

- March 2025 - today at "Gaststätte Hasenheim" in Filderstadt-Bonlanden
- September 2023 - February 2024 at "Paulaner am Kirchplatz" in Echterdingen
- November 2016 - February 2020 at "Sportcafé AnnyWay" in Filderstadt

SOFTWARE SKILLS

- **Game development:** Unity, Unreal Engine, Godot, Construct
- **Programming languages:** C# for Unity, Java, Swift, HTML, CSS, JavaScript, SQL
- **Microsoft Office:** Word, Excel, PowerPoint
- **Project management:** Confluence, Jira, Trello, Miro
- **Graphic design:** Affinity Designer, Krita
- **Prototyping:** Adobe XD, Balsamiq, Axure
- **App development:** Android Studio, Xcode
- **Version control:** Git, Perforce
- **Text formatting:** LaTeX

ENGAGEMENT

Organizational member

January 2023 - today at Engines Stuttgart e.V.

- Tasks in the event team of Stuttgart's first eSports club

Tutor in graphic design

March 2022 - September 2022 at Stuttgart Media University

- Subject areas: Graphic Design, User Interface Design, Digital Drawing
- Teaching and supervising a college course with 40+ students

Playtester

March 2018 - today for various game studios and student projects

- Participation in test sessions for 30+ game projects
- Creation of detailed feedback reports

INTERESTS

Pen & Paper

Game Jams

Drawing

Fantasy

Gaming

LANGUAGES

German

Native Speaker

English

Fluent

Swedish

Conversational

French

Italian

Basic knowledge

Basic knowledge