

# Patrick Kienzler

## Junior Gameplay Developer | C# & Unity | Game Design & Prototyping

✉ patrickkienzler2110@gmail.com ☎ +49 15904866284 📍 Schonach im Schwarzwald

🔗 Portfolio 🎧 Medium 🐙 GitHub 🔗 LinkedIn 🎮 Itch.io



### SUMMARY

Junior Gameplay Developer with a background in game design, prototyping, and iterative testing. Experienced in C# and Unity, passionate about crafting engaging player experiences. Strong communication skills and teamwork from both software and customer-facing roles. Ready to contribute and grow in a fast-paced game development environment.

### EDUCATION

**Game Development Professional Certificate**, *GameDevHQ*  
04/2025 – 07/2025 | Remote

**BA Game Design & Development**,  
*Macromedia University of Applied Sciences*  
10/2021 – 03/2025 | Stuttgart, Germany

**Study Abroad**, *Hawaii Pacific University*  
08/2022 – 12/2022 | Honolulu, USA

### EXPERIENCE

**Backhäusle Bakery**, *Baker (Full-Time & Part-Time)*  
09/2017 – 03/2023 | Schonach im Schwarzwald, Germany

- Developed strong teamwork, time management, and problem-solving skills under pressure
- Provided excellent customer service and communication

**cabuu GmbH**, *Software Engineer Intern*  
04/2024 – 10/2024 | Karlsruhe, Germany

- Collaborated with QA and development teams to identify and resolve bugs, improving software stability
- Supported localization and feature implementation with a player-focused mindset
- Gained hands-on experience with version control and agile workflows
- Enhanced communication skills in cross-functional teams

### HARD SKILLS

C# | Unity | Game Design | Git |  
HTML, CSS, JavaScript | Version control systems |  
Prototyping, Debugging, Testing | Blender |  
Aftereffects

### SOFT SKILLS

Communication |  
Clear and professional communication |  
Problem-solving | Teamwork | Time management |  
Adaptability & continuous learning | Self-motivation |  
Stress management | Empathy and Patience |  
Customer-focused mindset

### PROJECTS

**Bake and Break**,  
*Designed systems with user experience in mind* ☑

**BattleMage**, *Iterative testing and balancing to improve player satisfaction* ☑

**Default Capsule**,  
*Fast-paced 2-player game emphasizing responsiveness* ☑

### CERTIFICATIONS

GameDevHQ – Game Development Professional  
AKYLADE – Certified C# Developer (A/CCSD)  
freeCodeCamp – Responsive Web Design (Foundations)

### LANGUAGES

German — native

English — fluent