# **Patrick** Kienzler

Game Designer & Software Developer



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  - Schonach im Schwarzwald
    - Portfolio Medium
- G GitHub in LinkedIn 🛱 Itch.io

# HARD SKILLS

C#

Unity

Git

HTML, CSS, JavaScript

Prototyping, Debugging, Testing

Aftereffects

Blender

Excel/Word

# SOFT SKILLS

Clear and professional communication

Problem-solving skills

**Teamwork** 

Time management

Adaptability

Self-motivation

Empathy

Willingness to learn

# LANGUAGES

German (Native) English (Fluent)

#### **SUMMARY**

Game Design and Development graduate with a strong focus on gameplay programming and prototyping. Skilled in building interactive systems using C# and JavaScript, with hands-on experience in Unity. Adept at creating intuitive, user-friendly interfaces and bringing creativity into digital content development. Highly motivated to merge technical expertise with creative design, collaborative in team environments, and eager to expand knowledge and skills through challenging and innovative projects.

#### EDUCATION

#### **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

#### **Game Design and Development Macromedia University of Applied Science**

10/2021 - 06/2025 | Stuttgart

- Programmed interactive games and implemented gameplay systems in Unity using C#
- Designed engaging levels, mechanics, and user experiences
- · Covered key modules including Game Programming, Game Design & Mechanics, Level & UX Design, and Interactive Storytelling

#### **Software Engineer Intern** cabuu GmbH

04/2024 - 10/2024 | Karlsruhe, Deutschland

• Designed, tested, and evaluated UI/UX prototypes for a gamified learning app to ensure usability and effective user quidance.

#### Baker (Voll- & Teilzeit) Backhäusle Bäckerei

09/2017 - 03/2023

Schonach im Schwarzwald, Deutschland

• Collaborated effectively within the team by coordinating tasks, taking responsibility, and ensuring steady production progress.

# **CERTIFICATIONS**

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

# AWARDS

**Best Graduate Macromedia University** 

16/05/2025