Patrick Kienzler

Game Developer

I'm a game developer with a strong background in software engineering, focused on creating engaging, interactive experiences and constantly improving my technical skills.

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in https://www.linkedin.com/in/patrick-kienzler-developer/

Education

BA Game Design & Development

Macromedia University of Applied Science

10.2021 – 03.2025

Experience

Software Engineer Intern
cabuu GmbH

01.04.2024 – 27.10.2024   Karlsruhe, Germany
cabuu GmbH creates a gamified language learning app that enhances vocabulary retention through interactive movement and visuals.

Achievements/Tasks
- Localization of the app for different languages
- Testing of features to ensure functionality and usability
- Developed and implemented a push notification system
- Created a new gamification project by developing a language learning game for the app

Study Abroad
Hawaii Pacific University

24.08.2022 – 23.12.2022   Honolulu, USA
Hawai'i Pacific University (HPU) is a private university in Honolulu, Hawaii, known for its strong programs in business, health sciences, and the arts.

Achievements/Tasks
- Intercultural Communication
- Design
- Motion Graphics with Aftereffects

Game Jam Participation as Game Developer

Global Game Jam	Jan 26–28, 2024
Minimalistic Game Jam	June 17–19, 2022
Macromedia Game Jam	May 09-13, 2022

Hard Skills

C# · Unity · Git · CSS/HTML/JavaScript · Game Design · Aftereffects · Blender

Soft Skills

Problem-Solving · Teamwork · Communication · Time Management · Adaptability & Continuous Learning

Personal Projects

BakenBreak (3D Roguelike Baking Game)

A roguelike where players fight waves of living baked goods using bakery-themed weapons.

BattleMage (2D Action Survivorslike)

A magic-based roguelike where abilities are randomly selected and upgraded during each run.

SpacePlant (2D Platformer Shooter)

A platformer where an astronaut navigates an abandoned space station overrun by hostile plants.

Default Capsule (1v1 Arena Shooter, 3-Day Game Jam Project)

A competitive 1v1 game featuring default capsules battling with randomly spawning weapons.

Mom's Hasty Cleaner (5-Day Game Jam Project)

A time-pressured game where a mother must vacuum the house before guests arrive.

Languages

German *native*

English *fluent*