

Skills • Game Design • Level Design • Documentation • C# • Visual Scripting • C++ • C • Python/ GDScript • HTML/ CSS, • Javascript	
 Robert Schmieder Game & Level Designer	
Professional Experience June 2026 – August 2026 Happy Sheep Interactive Echoes of Solaris - Game Design Intern Space 4x Real Time Strategy Game, 3D Top-Down, Unreal Engine • Feature Design: Research System & Tree (technology unlocks), Population System, In-Game Event System • Balancing: Value and Power Calculations in Google Sheets and in-Engine Balancing • Engine Implementation: Production Chains (Resources, Buildings, Modules), Research Tree, Event System April 2026 – June 2026 S4G – School for Games Tomb Diver (Final Thesis) - Level Designer Tomb Raider „Survivor“-Trilogy inspired Level, 3D 3rd Person, Unreal Engine • Analyzed „Challenge Tombs“ in Tomb Raider Survivor Trilogy • Reconstructed Level Layout and Puzzle Design of selected „Tombs“ • Designed and iterated a „Challenge Tomb“-Level breathing the spirit of the Survivor-Trilogy November 2025 – February 2026 S4G – School for Games, Team Tea Time Office Rush '95 - Lead Game Designer, Level Designer & QA Local Multiplayer Simulation, 3D 3rd Person, Unreal Engine • Designed mechanics and features, wrote and maintained, Game Design Wiki • Coordinated Game Design department internally and with other departments • Reviewed Feature and Level Design, assured quality through dedicated Test cases and scenarios • Organized Playtests, evaluated results and communicated them to team • Collaborated with Lead Level Designer to define Layout, placed Interactable Objects & NPCs June 2025 – August 2025 S4G – School for Games, Lukewarm Productions Barque of Ra - Level Designer & Narrative Designer Casual Tower Defense Game, 3D Top-Down, Unity Engine • Desinged and iterated „Western Horizon“-Level • Defined metrics, level creation and set-dressing work flow • Collaborated closely with Environment Art • Created Narrative Design based on research on Ancient Egyptian Mythology and Architecture • Programmed in-level trigger (narrative, tutorial), enemy spawner, pick-ups & navigation scripts January 2025 – March 2025 S4G – School for Games, Kitsune Productions Sakura's Journey - Lead Game Designer & Level Designer Twin-Stick Arena Shooter, 2.5 D Top-Down, Godot Engine • Defined vision, mechanics and narrative of the game, wrote and maintained Game Design Document • Designed and iterated four arena-levels and set dressed the arenas • Cooperated closely with Environment Art and set-dressed the levels • Created UX-flows, created wireframes for menus and HUD, defined UI-elements with UI-artist Individual Projects September 2025 – February 2026 Ballad of Balan - Level & Game Designer,Engineer Puzzle-Adventure-RPG, 3D Top-Down View, Unity Engine • Defined Game Mechanics & Features • Designed, grayboxed and iterated „The Cave Below“-Level • Set-Dressing and Lighting • Programmed Gameplay, UI, Interactable Objects & Puzzles, Enemy-A.I.-Behaviour November 2025 Trash & Stash - Level & Game Designer,Engineer Stealth + Jump'n'Run, 3D Top-Down View, Unity Engine • Defined Game Mechanics & Features • Designed, blocked out and iterated „Suburbia“-Level • Programmed Gameplay, UI, Interactable Objects, Enemy-A.I.-Behaviour	
Tools • Unity • Unreal • Godot • Visual Studio • Visual Studio Code • Perforce, Git, Diversion • Confluence/ Jira • Trello • Photoshop	
Education • Game Developer (Design): School4Games, Berlin • Master of Arts: Modern History, Freie Universität, Berlin	
Languages • German: Native • English: Fluent • Spanish: Intermediate	