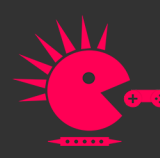


Robert Schmieder Game & Level Designer	
Skills - Game Design - Level Design - Documentation - C# - Visual Scripting - C++ - C - Python/ GDScript - HTML/ CSS, - Javascript	Professional Experience  June 2026 – August 2026 Happy Sheep Interactive Echoes of Solaris - Game Design Intern Space 4x Real Time 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 - 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	