



# Skills

- Game Design
- Level Design
- Documentation
- C#
- Visual Scripting
- C
- Python/ GDScript
- HTML/ CSS,
- Javascript

# Tools

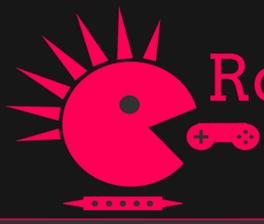
- Unity
- Unreal
- Godot
- Visual Studio
- Visual Studio Code
- Perforce, Git
- Confluence/ Jira
- Trello
- Photoshop

# Education

- Game Developer (Design):  
School4Games, Berlin
- Master of Arts:  
Modern History,  
Freie Universität, Berlin

# Languages

- German: Native
- English: Fluent
- Spanish: Intermediate



# Robert Schmieder

## Game & Level Designer

### Student Projects



November 2025 - February 2026

#### Office Rush '95 - Lead Game Designer, Level Designer & QA

##### Local Multiplayer Simulation, 3D 3rd Person, by Team „Tea Time“

- Designed mechanics of the game, wrote and maintained Confluence Game Design Wiki
- Responsible for interdepartmental communication, quality assurance and design reviews
- Defined **level layout** with Lead Level Designer, positioned interactable objects & NPCs

June 2025 - August 2025

#### Barque of Ra - Level Designer & Narrative Designer

##### Casual Tower Defense Game, 3D Top-Down, by „Lukewarm Productions“

- Created the main level of the game, determined metrics and level creation work flow
- Background research on Ancient Egyptian mythology & architecture
- Worked in close collaboration with environment art, defined set-dressing workflow
- Wrote narrative texts of the game | coded level trigger, enemy spawner & navigation scripts

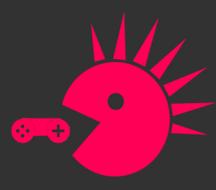
January 2025 - March 2025

#### Sakura's Journey - Lead Game Designer & Level Designer

##### Twin-Stick Arena Shooter, 2.5 D Top-Down, by Kitsune Productions“

- Defined vision and mechanics of the game in close collaboration with co-game designer
- Created four arena-levels from start to finish and set dressed the arenas
- Background research on Japanese religion and Shinto temple architecture
- Cooperated closely with environment art
- UX-flows, created wireframes for menus and HUD, defined UI-elements with UI-artist

### Personal Projects



September 2025 - February 2026 (on weekends)

#### Ballad of Balan - Engineer, Game & Level Designer

##### Puzzle-Adventure-RPG, 3D Top-Down View

- Defined Game Mechanics & designed „Cave Entrance“-Level in text
- Coded Gameplay, UI, Interactable Objects & Puzzles, Enemy-A.I.-Behaviour
- Sketched and drew Level Layout and iterated upon it
- Blocked out the „Cave Entrance“-Level, set-dressed the level and did Lighting

November 2025 (on weekends)

#### Trash & Stash - Engineer, Game & Level Designer

##### Stealth + Jump'n'Run, 3D Top-Down View

- Defined Game Mechanics & designed „Suburbia“-Level in text
- Coded Gameplay, UI, Interactable Objects, Enemy-A.I.-Behaviour
- Sketched and drew Level Layout and iterated upon it
- Blocked out the „Suburbia“-Level, set-dressed the level and did Lighting