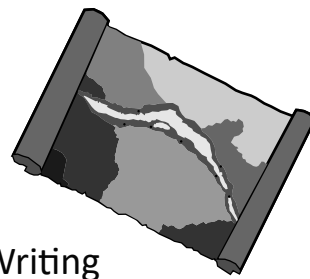


Arne Haefs



Game Design - Level Design - Writing

Worldbuilding



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arnehaefs.de

WORK

06.2021 – 05.2022

Game Designer

Super Crowd Entertainment

5 Projects

MAG 2021, HGC 2022, University Erfurt,
Unreleased Project, Dreamhack Beyond

- Creation of new Gamification Features
- Implementation of Gamification Features
- Creation and Maintenance of Prefabs
- Creation of Knowledgebases
- Maps from Scribble to full Functionality

06.2020 – 03.2021

Level Design - Student Employee/Intern

King Art Games - Iron Harvest

3 Maps

“Fortress City”, “Stronghold Siege”,
“Beachfront Stronghold”

- Blockout, Balancing, Scripting
- Dialogue Writing
- General Playtesting & Bugfixing
- Post-Release care & rebalancing of Maps
- Brainstorming of new Maps/Features

EDUCATION

10.2017 – 03.2021

Bachelor of Science - Game Design

Mediadesign Hochschule

4 Major, 4 Minor Student Projects

- Level Design, Balancing
- Game Design, Narrative Design
- Programming, Scripting
- Scrum, Teamwork

Skills

Narrative Design

Proficient

King Art - Iron Harvest

- RTS Briefing, Lore, Flavor

Bachelor Thesis

- Interplay of Narrative and Gameplay in Ethical Decisions

6 Student Projects (3 Major, 3 Minor)

- Whodunit Plot, Characters, Dialogue
- Sci-Fi Adventure Plot, Events
- TRPG Corebook Mechanics, Flavor
- Roguelike Events, Dialogue
- TRPG Adventure Characters, Lore
- Platformer Plot

10 Years Non-Professional Experience

- Characters, Dialogues, Lore

Level Design

Proficient

Super Crowd

5 Multiplayer Convention Maps (Unity)

- Idea, Layout, Blockout, Art Pass, Scripting

King Art - Iron Harvest

2 Challenge Maps, 2v2 Multiplayer Map (Unity)

- Idea, Layout, Blockout, Scripting

Mediadesign Hochschule

2 Major Student Projects (Unreal Engine 4)

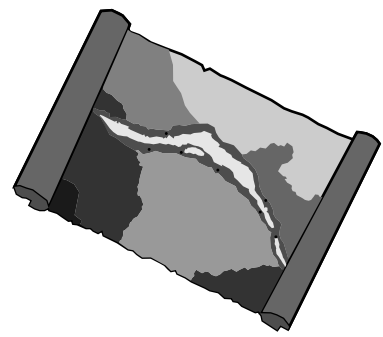
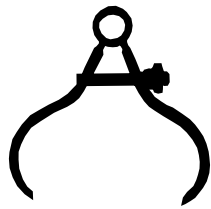
- Idea, Layout, Blockout, Artpass, Scripting

1 Major Student Project (Unity)

- Idea, Layout, Blockout, Scripting

1 Private Game Development Project (Unreal Engine 5)

- Idea, Layout, Blockout



Skills

Worldbuilding Proficient

10 Years Non-Professional Experience
3 Major Settings, 2 Minor Settings

- **Steampunk / Fantasy Continent** - Airships
- **Modern / Eldrich World** - Co-Op
- **Magic / Dieselpunk Nation** - China 1920's
- **Modern / Fantasy Society** - Nomads
- **Sci-Fi Society** - Space Race for Colonies

Level of Detail: Bulletpoints

Game Design Proficient

Super Crowd - Virtual Conventions
1 Business Convention, 1 Entertainment Convention

- MAG 2021 - Faction System
- HGC 2022 - Networking System

1 Unpublished Project

- Game Design Ground Work

MD.H - Student Projects

4 Major, 2 Minor Student Projects

- Whodunit - Narrative + Item based
- Roguelike Hack n' Slay - Fast Paced
- Co-Op Dungeon Crawl - Tactical
- Roguelike Card Game - Turn Based
- TRPG Corebook - Roleplay Heavy
- Roguelike Mod - Party & Event Based
- Idea, Testing, Implementation, Balancing

Programming Competent

Mediadesign Hochschule - Student Projects

3 Major Student Projects (Unity / Unreal Engine 4)

- Implementing Mechanics
- Implementing Animations/Graphics
- Bugfixing

Skills

Scrum Proficient

Mediadesign Hochschule - Student Projects
4 Major Student Projects

- 2 x Scrum-Master
- 2 x Scrum-Participant

Languages

German Expert

Mother Tongue

Englisch Proficient

Professional Proficiency - C2 Equivalent

- Experience in Professional Setting
- Extensive Experience in Private

Leisure Activities

Worldbuilding

Informing myself about various topics
Participation in World Building Clubs

Writing

Participation in Writing Clubs

- Character & Lore writing

Private Game Development

Level Design, Game Design, Data Structuring

Gaming

Strategy/Tactical and Story-driven Games
Tactical Online Shooter

Analyzing and creating new concepts for games

Swimming