



ANGELA GEBENROTH

Designer

About me

I am a passionate gamer favouring RPGs, puzzles and story driven games. The biggest joy for me is to create fun experiences for other gamers. My previous knowledge allowed me to communicate well with other departments. I enjoy having the opportunity of doing various different tasks and being able to learn new things on the go.

Contact

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Skills

Game Engines: Unreal 4, Unity 3D

Scripting: Blueprints UE4, C# and Javascript Unity3D, Actionscript 2 and 3

Adobe CC: Photoshop, Illustrator, Indesign, Flash

Other: World Machine, Confluence/Jira, SCRUM/Agile, HTML/CSS

Languages: German (Mother tongue), English (Fluent), French (Basic)

Education

Bachelor in Interaction Game Design 2007-2010
Zurich University of the Arts, Zürich, Switzerland

Prestudies Art and Design 2006-2007
Art Academy Regensburg, Germany

School until Abitur 1994-2006
Goethe-Gymnasium Bad Ems, Germany
Primary School Dausenau, Germany

Work experience

Customare Care Representative

Can Do Company Support S.L., Tenerife, Spain 11/2020 - present

Freelance Designer

Self employed 01/2020 - present

Game/Level Designer

No Brakes Games, Tenerife, Spain 09/2019-12/2019

Sabbatical

Further Education in Jazz Composition and Singing
Part-time job as graphic designer for Frankfurter Musikwerkstatt
07/2017-06/2019

Level Designer

Limbic Entertainment GmbH/Subiculum Interactive,
Langen, Germany 05/2013-06/2017

Internship in Game and Content Design

Bitcomposer Entertainment GmbH,
Eschborn, Germany 11/2012-04/2013

Freelance Graphic and Web Designer

Idea Creation GmbH, Zürich, Switzerland 03/2012-03/2013

Project Manager und Graphic-Web Designer

Idea Creation GmbH, Zürich, Switzerland 10/2011-02/2012

Internship Development of interactive applications

Atelier Olive GmbH, Zürich, Switzerland 10/2010-08/2011

Several part-time jobs

Sales, gastronomy, participation in studies, Switzerland 01/2010 - 11/2010

Internship in Game Design und Illustration

Severin.ch, Winthertur, Switzerland 06/2008-08/2008