

LENNART DALDRUP

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EXPERIENCE

Junior Game Designer | it Matters Games UG

15.08.2016 – 01.06.2018

Responsible for creating and maintaining game concepts, game design documentation and production documents, handling the pitching process for requests-for-proposals and acting as a point of contact for projects in the company and for clients.

Game Design Intern | it Matters Games UG

01.10.2015 – 01.02.2016

Responsible for creating and implementing quests, events and dialogues for the game Caravan. Working on an unreleased serious game, creating concept documents and a paper prototype.

Quality Assurance Intern | Smeet Communications GmbH

14.06.2015 – 14.09.2015

Responsible for testing new features and executing test cases for the browser game sMeet. Working in close collaboration with game designers for the creation and balancing for new features and content.



EDUCATION

S4G-Diploma Game Development | S4G School for Games GmbH

07.10.2013 – 07.10.2015

Two-year full-time game development education, specializing in game design and working on multiple student projects in interdisciplinary teams from 3 to 8.



SKILLS

Game Design

- System design & documentation
- LiveOps (Retention, monetization)
- Content implementation, playtesting & balancing
- Iterating on concepts, features and content

Game Development

- Unity3D
- Unreal Engine 4
- C# Scripting (Basics)
- Unreal Blueprints (Basics)

Producing

- Documentation (Roadmaps, backlogs, milestone plans, budgets)
- Milestone management
- SCRUM (Certified SCRUM Master)

Software

- Atlassian Suite (JIRA, Confluence, Trello, Stride, Sourcetree)
- Microsoft Office
- Version control (Git, SVN)
- Slack, Telegram, Discord, Skype



LANGUAGES

German Native language
English Business proficiency