

Personal Data

Name Lennart Daldrup
Date of Birth 22.08.1995
Birthplace -
Address -

Experience

it Matters Games UG, Berlin Aug. 2016 – Apr. 2018
Junior game designer

it Matters Games UG, Berlin Oct. 2015 – Feb. 2016
Game design internship

Smeet Communications GmbH, Berlin Jun. 2015 – Sept. 2015
Quality assurance internship

Carl von Ossietzky Universität, Oldenburg May 2011 – Jul. 2011
Network administration internship

Education

S4G School for Games GmbH, Berlin Oct. 2013 – Oct. 2015
S4G diploma – Game Development

Freie Evangelische Bekenntnisschule, Bremen Nov. 2012 – Apr. 2013
High school diploma

Gymnasium Horn, Bremen Aug. 2006 – Nov. 2012

Primary school Röwekamp, Oldenburg Aug. 2002 – Jun. 2006

Projects

Lovestories Jan. 2019 – Apr. 2018
Producer

- Bridging the gap between developer and publisher as internal and external point of contact
- Creating and maintaining production documents
- Managing milestone & handling publisher feedback and requests
- Maintaining product specifications and scope in collaboration with designers and publisher

Baywatch: The Game Oct. 2017 – Mar. 2018
Game designer & producer

- Game design & vision champion, aligning team and publisher
- Working closely with the publisher to determine product specifications and scope
- Integration of stories with proprietary Unity state machine tool

The X Factor Life: The Girls

Jun. 2017 – Dec. 2017

Game designer & producer

- Game design & vision champion, aligning team and publisher
- Working closely with the publisher to determine product specifications and scope
- Integration of stories with proprietary Unity state machine tool

My Dolphin Show

Jan. 2017 – Sept. 2017

Game designer

- Feature design in collaboration with the publisher
 - Customization (“Dress Up”) feature
 - Mission & quest feature
 - Multiplayer/Ghostmode feature design (Unreleased)
- Content and feature LiveOps
- Close communication with publisher

Caravan

Oct. 2015 – Dec. 2015

Game designer

- Development and implementation of quests
- Development and implementation of random encounter
- Editing and implementing of story and dialogues
- Balancing and bug fixing

Smeet

Jun. 2015 – Aug. 2015

Quality assurance tester

- Playtesting on test- and live-systems
- Creation and execution of test cases

Skills**Game Design**

- System design
- Monetisation
- Implementation
- Balancing
- Playtesting & iterating

Game Development

- C# Scripting
- Unreal Blueprints
- XML, JSON, HTML

Production

- Documentation
- Milestone management
- Planning & organising
- SCRUM (Certified Scrum Master)

Software

- JIRA, Confluence, Bitbucket
- Unity3D
- Unreal Engine 4
- Version control (Git, SVN)

Languages

German	Native language
English	Fluent
French	Basics