



# LAURIN GROSSMANN

## Game Designer & Gameplay Programmer

I'm Laurin, a Game Designer and Programmer from Berlin. I make games since 2016. In every project I always enjoy the new: new challenges, new solutions, new learnings. Creating games is great for me because fun plays such a big role. It's about creating a fun experience for people to enjoy and that is a thing I love doing.

**Portfolio:** [laurin-grossmann.de](http://laurin-grossmann.de)

**Mail:** [laurin.grossmann@outlook.de](mailto:laurin.grossmann@outlook.de)

## TOOLS & SKILLS

### Weapons of Choice

- Unity
- C#
- analog material / pen and paper

### Languages

- German (native)
- English (fluent)

### Secondary Tools

- Photoshop
- Git + Sourcetree
- Confluence
- Libre Office Suite
- Google Docs
- Affinity Publisher
- Adobe XD
- InDesign

### Hard Skills

- Game System Design
- Programming (C#)
- Unity knowledge
- Prototyping (analog and digital)
- Puzzle Design

### Soft Skills

- Team-oriented working
- Excellent self and project organisation
- Receive and implement feedback
- Express thoughtful feedback
- Reliability
- Creative thinking
- Analytical thinking

## EXPERIENCE

- **2022 - 2024**  
**Game Designer at Nementic Games GmbH**  
Puzzle Design; Prototyping in Unity; UI/UX; Narrative Design
- **2020 - 2022**  
**Game Designer and Programmer at Emberstorm Entertainment UG**  
Design and polish of the gameplay core loop; Programming and maintenance of a wide variety of systems (including UI, Inventory and more)
- **2019 - 2021**  
**Game Designer and Programmer at Crunchy, Munch and Partners GbR**  
Created the main mechanic; Designed and co-designed over 30 unique puzzles; was 50% of the programming team
- **2018 - 2019 (Oct - Mar)**  
**Internship at Mad About Pandas UG**  
Programming and Game Design

## EDUCATION

- **2020 - 2022**  
**(Game) System Design (Master of Arts) at HTW Berlin (University of Applied Sciences)**  
Graduated in 2022
- **2016 - 2020**  
**Game Design (Bachelor of Arts) at HTW Berlin (University of Applied Sciences)**  
Graduated in 2020  
During my studies I worked as a Game Designer and Programmer on 4 different game projects (including 2D, 3D and VR) in different team constallations. I also took over a lot of organisational tasks.
- **2014 - 2015**  
**Transportation System Engineering (Bachelor of Engineering) at TH Wildau**  
Discontinued