

FRIEDRICH BODE

LEVEL DESIGNER

eMail: friedrich@friedrichbo.de

Portfolio: <http://www.friedrichbo.de>

PROFESSIONAL WORK EXPERIENCE:

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| Cloud Imperium Games
- Principal Level Designer
I am currently designing locations for the persistent universe of Star Citizen with a focus on flagship landing zones. | April 2019 - Present |
| Cloud Imperium Games
- Senior Level Designer
<i>See above.</i> | Aug 2016 – March 2019 |
| Goodgame Studios
– Level Designer
I worked on an unannounced AAA multiplayer title in Unreal Engine 4 in the Core Games division of Goodgame Studios | Dec. 2014 – July 2016 |
| iVenture Capital GmbH
– Business Intelligence Analyst
I supported the developers in iVC's portfolio to improve their online & mobile games | Aug. 2012 – Nov. 2014 |
| Exit Strategy Entertainment GmbH & Co. KG
– Managing Partner
I co-founded the indie game development studio "Exit Strategy Entertainment" with 3 partners. We developed a 3D Jump'n Run for PC, Mac, XBLA & PSN called "Pirates of New Horizons" and the puzzle game "Planet Buster" for PC, Mac, iOS & Android. | Sept. 2010 – July 2012 |
| Nintendo of Europe GmbH
– Marketing & PR Intern
My studies included a 6-months internship in the Marketing & PR department of NOE. I assisted the European Nintendo DS Brand Manager and Brand Executive in planning and execution of marketing campaigns (Nintendo DSi launch, Pokémon Gold & Silver, Fire Emblem: Shadow Dragon, Walk With Me and others). | Oct. 2008 – Mar. 2009 |
| Crytek GmbH
– Level Designer
I created levels for the AAA PC First-Person-Shooter "Crysis" (metacritic: 91) from pre-production to release. I took ownership of 2 singleplayer missions, contributed to the "vertical slice" version of the game and assisted in the early stages of three other missions | Oct. 2004 – Sept. 2007 |

AMATEUR WORK EXPERIENCE:

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| Co-admin of MapCore.org - a popular online destination for Level Designers worldwide | 2003 - Present |
| Project Lead & Designer of the popular Half-Life modification Monkeystrike | 2001-2004 |

EDUCATION:

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| Fachhochschule des Mittelstands Bielefeld (University Of Applied Sciences)
- B.A. Media Management | Oct. 2007 – Aug. 2010 |
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Bachelor thesis: „Risks and opportunities of digital distribution and social media marketing in the games industry“

SOFTWARE SKILLS:

Proficient in UnrealEngine, CryEngine, Unity3D, Confluence, Microsoft Visio, yEd, Microsoft Office, Adobe Photoshop, Adobe Premiere...

AWARDS:

- 2nd place at the Hamburg Games Start-Up Weekend 2013
- Unity3D Rising Star Award winner 2011
- Exhibitor of my Half-Life modification “Monkeystrike” at “Valve Software’s MOD EXPO 2002”, in Dallas, USA, upon invitation by Valve Software.

PERSONAL INFORMATION:

- Nationality: German
- Date of birth: March 4th, 1985
- Marital Status: Single
- Language skills:
 - German: native
 - English: fluent