

# Friedrich Bode

## LEVEL & GAME DESIGNER

### PROFESSIONAL WORK EXPERIENCE:

#### **Goodgame Studios**

##### **- Level & Game Designer**

I am working on a AAA PC title in the Core Games division of Goodgame Studios. I create level layouts, design the game's primary gamemode and oversee all things gameworld related together with the Lead Environment Artist. As a permanent member on the team's "design council" I also review all game systems and features with the Design Director and two Lead Designers.

**Dec. 2014 - Present**

#### **iVenture Capital GmbH**

##### **- Business Intelligence Analyst**

I supported the developers in iVC's portfolio to improve their F2P online & mobile games. I defined key metrics across the portfolio, installed a central data reporting system and frequently analyzed game data (in cooperation with a data scientist under my supervision) to make recommendations to the developers. I used data-driven design tools as well as my qualitative design skills by researching best practices, identifying problematic mechanics, advising on in-game events/promotions, even re-designing entire core loops (if needed) to improve the KPI of the 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. I assisted the development of the games by designing levels and polishing the game's features with the programmers and creative lead. Furthermore I created the website(s), PR materials, content for social media channels and handled all communication to business partners, journalists and the community. We entered deals with Intel, Google, Unity3D, Big Fish Games and other partners.

**Sept. 2010 - July 2012**

#### **Nintendo of Europe GmbH**

##### **- Marketing & PR Intern**

My studies included a 6-months internship which I chose to do 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 & Game 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. I worked with all departments to realize the vision of the Creative Director. My tasks included: drawing and whiteboxing of level layouts, prototyping and set up of AI characters, defining the look & feel of the missions with artists and sound designers, writing of design documentation, playtesting and difficulty balancing.

**Oct. 2004 - Sept. 2007**

### AMATEUR WORK EXPERIENCE:

Co-admin of **MapCore.org** - the #1 online destination for Level designers worldwide

**2003 - Present**

Project Lead & Designer of the popular Half-Life modification **Monkeystrike**

**2001-2004**

**EDUCATION:**

**Fachhochschule des Mittelstands Bielefeld (University Of Applied Sciences)  
- Media Management**

**Oct. 2007 –  
Aug. 2010**

**SOFTWARE SKILLS:**

Proficient in UnrealEngine, CryEngine, Unity3D, Autodesk Maya, Perforce, Confluence, Microsoft Visio, yEd, Microsoft Office, Adobe Photoshop and Adobe Premiere.

**AWARDS:**

- 2<sup>nd</sup> 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 4<sup>th</sup>, 1985
- Marital Status: Single
- Language skills:
  - German: native
  - English: fluent
  - French: intermediate

**PERSONAL STATEMENT:**

I have close to 5 years of AAA project experience and in total more than 8 years of gaming industry experience. My job is my passion. I love gaming and cannot imagine to work in any other field. There is no job more satisfying to me than to design games and levels in a talented team of like-minded individuals.