



JULIUS BERNDL

GAME DESIGNER

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ABOUT ME

Passionate about video games from an early age, I've always been fascinated by what makes them engaging and fun. In 2018, I began my Bachelor's in Media Design (Interaction and Games) at the University of Hannover, focusing on Game Design and the entire development process. Throughout my studies, I gained hands-on experience with visual scripting (Unreal Blueprints, Bolt, Playmaker) and programming in C# and C++. I also worked extensively with Unity and Unreal Engine. Beyond technical skills, I developed expertise in sound design, music composition, 3D modeling, texturing, animation, technical art, and project organization.

Graduating in 2024, I'm now seeking a role where I can apply my coding and design skills to larger projects.

PROFESSIONAL EXPERIENCE

LEAD DESIGN

GLAKON IT PART TIME

NOV 2023 – APR 2024

- Led a team of designers, managing project workflows and ensuring timely delivery of high-quality design solutions.
- Coordinated design tasks across departments, ensuring cohesive visual identities for web development and other platforms.
- Created corporate identities, including logos, print materials and website pre-designs.
- Designed and launched social media campaigns, optimizing engagement through strategic and visual design.
- Developed and maintained design guidelines to ensure consistency and high standards across projects.

ORGANIZATIONAL/SERVICE ASSOCIATE SHIFT LEADER

SCHWAMIGOHA GMBH PART TIME

DEC 2017 – MAR 2023

- Led team operations and task delegation in a blacklight mini-golf and VR venue, balancing technical management and customer service.
- Gained hands-on experience with VR systems, including equipment maintenance and user experience optimization.
- Managed guest experiences for up to 500 visitors daily, handling event planning and conflict resolution.
- Contributed to venue design, including building a custom mini-golf course with interactive elements.
- Oversaw technical operations, troubleshooting, and maintaining gameplay through IT and mechanical solutions.
- Coordinated corporate events and custom VR experiences, ensuring seamless transitions between physical and digital entertainment.
- Managed logistics, inventory, and procurement of gaming equipment and materials.

SOFTWARE SKILLS

