TAMINA BRUNKE
CV // GAME DESIGNER

I'm a bachelor's graduate of the Digital Games course at the TH Köln, specializing in game design. Currently, I am working on my second bachelor's degree in Media and Culture Studies at Heinrich Heine University in Düsseldorf. I have a deep passion for digital games and specifically love intricate connections between mechanics and narrative elements. Through my previous studies, I have worked on several game projects already and am always open and willing to expand my knowledge about game development.

PERSONAL INFORMATION

NAME Tamina Brunke
DATE OF BIRTH 06.08.1999
PLACE OF BIRTH Taipeh, Taiwan
NATIONALITY German

LANGUAGES

GERMAN Native
ENGLISH Fluent
FRENCH Pre-Intermediate
SPANISH Pre-Intermediate
JAPANESE Beginner

SKILLS

GAME DEVELOPMENT
- Game Design (Narrative Design, Level Design, Gameplay Design, UX-Design)
- Basic Knowledge in C#, HTML and CSS
- Unity Engine
- Godot
- Git
- MS Visual Studio
- Machination

MANAGEMENT AND PLANNING
- Agile/ Scrum Method
- Jira
- Documentation and Presentation Skills

ADDITIONAL TOOLS AND APPLICATIONS
- MS Office (Word, Excel, PPT)
- Google Workspace
- Adobe Photoshop, InDesign and Illustrator

INTERESTS

- Digital and Tabletop gaming (D&D, 10 Candles)
- Crafting (Paper, Wood, Crochet)
- Reding fantasy and science fiction books

WORK EXPERIENCE

09/2020 – 02/2021 **Student Assistant - Producer and Game Designer**
TH Köln/Cologne Game Lab, Cologne
Project: Small Steps – Serious game about sustainability for the Green Erasmus project

Key Responsibilities
- Planning and managing the project and the team of six
- Communicating with the client.
- Designing multiple small mini-games befitting the topic of sustainability.
- Building different scenes based on the vision of our artists.
- Implementation of gameplay mechanics with our programmer.
- Creating multiple cutsczenes and animations with Unity Engines build-in animation editor and controller.
- Documenting and communicating our progress and writing the game design document.

04/2020 – 12/2020 **Student Assistant - Game Design and Research**
TH Köln/ Cologne Game Lab, Cologne
Project: Border Zone – Exploratory AR App for the Babelsberger Park in Potsdam

Key Responsibilities
- Working on the game narrative, planning and writing the dialogue script.
- Build the different scenes in Unity and assisted in various gameplay implementations.
- Documenting progress and writing the game design document.
- Researching important and interesting facts related to the games time period.

EDUCATION

09/2023-today **Heinrich-Heine-University, Dusseldorf**
Media- and Culture Studies
Expected Qualification: Bachelor of Arts

10/2018 – 07/2022 **TH Köln, Cologne Game Lab, Cologne**
Digital Games – Game Design
Qualification: Bachelor of Arts

09/2016 – 07/2018 **Philipp-Matthäus-Hahn-Schule**
Technisches Gymnasium, Balingen
Academic high school with a focus on Media and Design
Qualification: Abitur