DOMINIK MUELLER

random-design.net   +44(0)7510080827   dominikmueller@random-design.net

Profile

I am a humorous, self-motivated and innovative game developer who loves solving challenges and developing new skills. I can seamlessly adapt to any given situation and tackle problems with a calm and focused mind.

Key Skills and Experiences

Fast Learner

Eager to learn and improve whenever I can: a creative person can never know too many perspectives. Diversity is needed in order to find solutions that are not obvious at first sight, which always lead me to widen my horizon and learn as much as I can.

One for all, all for one

Experienced working in a team and leading small teams. Ability to built a good working atmosphere and motivate co-workers. As only employee at BeefJack who was part of the Design Team and the Development Team, making sure that either team is motivated and on the same page during the creation of severtal titles was one of my many responsibilities.

Jack of all Trades

Proficient in key elements of game development: including Art, Programming, Design and Narrative. Making game is my passion, and I have done so many times on my own during my time at The University of Arts London. Titles in which I would design, code and create such as HUE: Here until the end or Yti-farg: Reverse to name a few.

Achievements

Top of the class for both my FDA (2014) and BA Game Design (2015) degrees at UAL

Employment

Level Designer, BeefJack , February 2016 - July 2016

Creating levels with assets and tools or implementing level design into pre-existing environments. Assuring entertaining game flow, visually pleasing areas and rewarding game play. Additionally designing quests and missions in co-operation with Game Design and Creative Director. Furthermore implementation of script and dialogue cues as well as creation of several UI elements.

Game Production and Game Design Assistant, BeefJack, November 2015- February 2016

Updating Game Design Documents and optimizing work schedule of the development team. Designing mechanics, in-game economies and creating interactive prototypes of games and apps for clients, such as the Sunday Times.

Course Representative Game Design course FDA/ BA, September 2012 - July 2015

Work closely together with the Game Design course and the teaching team to realise the full potential of its curriculum. Fighting for resources and programs for the course on a monthly basis.

Freelancing, September 2013 - June 2015

Working together with a range of companies and private clients as Illustrator and Graphic designer, furthering my creativity and adaptability.

DOMINIK MUELLER

random-design.net   +44(0)7510080827   dominikmueller@random-design.net

Education

2014-2015
University of Arts London, College of Communication
BA(Hons) First Class Honours - Game Design
Modules - Concept Prototyping, Contextual Studies, 3D Modelling, Game Development
Dissertation: Death is not the end: Design of a meaningful defeat condition in Single Player Games

2012-2014
University of Arts London, College of Communication
FDA Distinction - Game Design
Modules - Concept Prototyping, Contextual Studies, 3D Modelling, Game Development

Skills

Design

Skill	Rating	Description
Game Design	●●●●●●●●●●●●	Game Design Documents, Mechanics, Gameplay, Flow
Level Design	●●●●●●●●●●○○	Environments, Game Flow, Composition, Lighting
Design Theory	●●●●●●●●●●●●	Keeping up with latest Theories, deep interest for the matter

Art

Skill	Rating	Description
PhotoShop	●●●●●●●●●●●○	Concept Art, Digital Paintings, Quick Scetches, Textures
Illustrator	●●●●●●●●●○○○	Vector Graphics, Logos, UI
AutoDesk 3DS Max	●●●●○○○○○○○○	Understanding of low poly, rigging and uv maps

Game Engines   Engine● Coding●

Skill	Rating	Description
Unity	●●●●●●●●●○○○	Proficient in Engine, C# basic - advanced
Unreal Engine	●●●●●●○○○○○○	Engine well versed, basic blue print knowledge
Flash	●●●●●○○○○○○○	Creation of Animations, AS 3 basic- advanced

Interests

My interests lie in the design of things, I am fascinated by the way people perceive the world and how I can create things to involve audiences in mine. I have been drawing, painting and writing since my childhood, every form of expression in itself is a subject I can lose myself in. Which lead me to Game Design, a craft which allows me to use all of my skills to their fullest, narrating, drawing, creating and solving problems. I am a avid gamer, especially of competitive games. I like to compete and enjoy a variety of team and solo sports, such as Badminton, Volleyball, Table tennis and martial arts. Besides these, I love to read, discover the world around me, take strolls, and hike. My goal in life is to get a little bit better everyday, even if it is just me learning how to properly fold a shirt or learn a new recipe to cook.