RESUME
2023

DIGITAL GENERALIST
COMMUNICATIONS

BASED IN
BERLIN, GER

GEREON PLÄTTNER

WORK EXPERIENCE

→ LECTURER

University of Applied Sciences Europe, May 2023 - present

- Teach Tech Art for the Game Design Bachelor, with a focus on particle systems and shaders.
- Taught Virtual Reality Development for the New Media Spaces Master.

→ GAME DESIGN CONSULTANT

NGO "Kreuzberger Initiative gegen Antisemitismus",
May 2023 - July 2023

- Bridged the communication gap between internal political experts and the game studio "Playing History".
- Collaborated on narrative and game design.
- Conceptualized and wrote funding applications.
- Participated in workshops around topics like antisemitism, anti-muslim-racism and political education.

→ REALTIME SOFTWARE ENGINEER

relative.berlin, April 2022 - February 2023

- Supported the studio in all manners relating to realtime software, like visual effects, interaction design, coding and project management.
- Developed and deployed an Augmented Reality App for iOS.
- Created the sound design for the VR-Experience "Matriarx".

HIGHER EDUCATION

→ BACHELOR OF ARTS, GAME DESIGN

University of Applied Sciences, 2019 - 2023

- Thesis title: "The Transmedial Harmony of Games: Can a holistic approach help to avoid dissonance in game design?"
- Studied theories of game design and narrative design and applied them.
- Represented classmates as Student Representative for 3 years.
- Exercised game development, project management and art direction.
- Developed collaboration skills through team work on multiple game projects and prototypes.

→ STUDIES OF GERMAN & PHILOSOPHY

Georg-August-Universität, 2014 - 2017

- Studied linguistics, literary theories and narrative structure.
- Read original philosophical texts, dissected the arguments and applied logical frameworks.

PROFILE

I take pride in my ability to create a positive and supportive work environment, driven by my desire to build meaningful connections. I have a hunger for learning, expanding my knowledge base and taking on challenging tasks, always striving for personal development.

In my spare time I am a tinkerer; I enjoy exploring the intersection of the analog and the digital world. Idabble with synthesizers connected to a modified CRT or use a XY-plotter to draw my code generated art.

And whether the sun shines or the snow falls, you can find me in the mountains: Skiing or hiking!

SOFTWARE

Unity	▬▬▬▬▬▬▭
Unreal Engine	▬▬▬▬▭▭
MS Office	▬▬▬▬▭▭
Photoshop	▬▬▬▬▬▭
Premiere	▬▬▬▬▭▭
Ableton	▬▬▬▬▭▭
Maya	▬▬▭▭▭

LANGUAGE

German	▬▬▬▬▬▬
English	▬▬▬▬▬▬
French	▬▬▭▭▭
Japanese	▬▭▭▭▭

CONTACT

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OTHER INVOLVMENT

VR PROJECT "HOW AM I HERE?"
- Lead the Unreal Engine development.

MODERATION GIGS
- Moderated the KuppelStage for Amaze '23 & '22
- Interviewed Terry Cavangh for Devolution 6 on his game "Dicey Dungeons"

LIVE PERFORMANCES
- Revived the sounds of an airport in an ambient noise set for Tempelhof 100 at the old Berlin airport.
- Musically accompanied the intervention The Multiplicity of You with synths, drones and guitar for "Xplore - The Festival on the Art of Lust"

GAME JAMS
- Auswärtig Gespielt - Organised by the German Foreign Office and Stiftung Digitale Spielekultur.
- Coded Emotions - With the Berliner Ensemble and Komische Oper.
- GMTK Jam '19 - ranked #327 out of more than 2.500 entries.

REFERENCES

Marc-André Müller
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