

HELLO!

I am an accomplished professional with a strong track record. I'm an all-around creative who draws inspiration from my background in video games, theatre, and film.

I flourish in teams, which is where I can bring the best out of people. I am a motivator and, as an extrovert, perfectly suited to any situations involving people.

I love problem-solving, as evidenced by my years of experience in production & QA.

I look forward to hearing from you!

SKILLS

- English (Native), German (Native)
- Creative Writing, Directing
- Documenting, Reporting, Presenting
- Project Management & Organisation
- Video Editing, 3D (Blender), Unreal Engine, Unity
- Quality Assurance, Level Design
- Acting (Vincent Gwyn: [IMDb](#) / [Spotlight](#))

PREVIOUS WORK

- DigiCroc Productions
2020
 - Investigated & reported issues to the development team. Creation and setup of test plans, analytics, bug tracker.
- Square Enix Europe
2013 – 2018
 - Edited and Mastered the German localisation on Final Fantasy XIV (dialogue, menus, gameplay) to the highest, strictest PlayStation® standards.
 - Playtest feedback to the 'World of Final Fantasy', 'Lara Croft: Relic Run', 'Kingdom Hearts 2.8' teams and more.
 - Presented Final Fantasy and Kingdom Hearts games directly to fans and media on showfloors at events (EGX, Troxy, and more.)
- Junction Shark
2013 – 2020
 - Directed the company, pre-produced four titles, and pitched to Nintendo America remotely, and to PlayStation in Soho, where I obtained development licences for our team after we received raving feedback.