MAX BREDLAU

| *Level Designer*
| *Game Designer*
| *Pixel Artist*

CONTACT

✉ max.bredlau@googlemail.com

📱 +49 151 70130325

🏠 Bietzkestraße 25 - 10315 - Berlin - Germany

🐦 @ollulf

in /max-bredlau

🌐 bredlau.art

TOOLS

PASSION
for games, tech and craft

LANGUAGES
Unity C# (5 years) | Java (2 years) |Python (1/2 year) | Haskell (1 year) | German | English

SOFTWARE
Maya | Blender | ZBrush | Substance Painter | Aseprite | Photoshop | Affinity V2 | Unity Engine | Unreal Engine | Miro | Version Control (git) | Visual Studio | Office Suite | Audacity | Ableton Live

Discover my other latest game projects on my website.

EXPERIENCE

Memory Machine (Amcha e.V.)   Dez/22 - Dez/20
GAME DESIGNER | LEVEL DESIGNER
prototyping mechanics, concepting puzzles and flowcharts, designing content integrations systems, creating blockouts and layouts for levels

MAG Erfurt (SuperCrowd GmbH)   Sep/21 - Nov/21
LEVEL DESIGN LEAD
doing level concepts, developing themes for individual levels, blockouts, filling levels with assets and coordinating and organizing the small level design team, keeping vision of individual levels

Vauth Sagel Online Exhibition (SuperCrowd GmbH)   Apr/20 - Jun/21
LEVEL DESIGNER | 3D ARTIST
creating 3D assets, making concepts and blockouts of levels, using previously made assets and making blockouts pretty

Brutus (Bachelor Project)   Sep/20 - Feb/21
SOLO PROJECT
doing everything from scripting to AI systems, combat design, creating an art pipeline for Pixel Art assets with normal maps and realtime lighting, UX/UI and sound design

Corona World (Browser Ballett)   Jul/20 - Aug/20
ART DIRECTOR | PIXEL ARTIST | ANIMATOR
doing character and boss design, creating sprites and animations for them and guiding the overall look of the game

CORE COMPETENCIES

LEVEL DESIGN
building levels from concept to polished, creating thumbnails, layouts, bubble diagrams, floor plans with gameplay dependencies, environmental storytelling, adding game design content and coordinating other level designers and keeping a shared vision

GAME DESIGN
prototyping, developing core pillars and gameplay flow, elaborating the core gameplay and progression loops, evaluating playtest feedback and adapting mechanics to the desired player experience

PIXEL ART
design and animate characters in various resolutions and styles, create tile sets for different environments, icons and UI sprites for all kind of uses

EDUCATION

BACHELOR OF ARTS - GAME DESIGN
University of Applied Sciences Europe, Berlin Aug 2017 - Feb 2021

ADDITIONAL EXPERIENCE

LECTURER @ Hochschule Fresenius - Level Design Basics - Berlin	WiSe/22
LECTURER @ Hochschule Fresenius - 3D Asset Production - Berlin	WiSe/22
LECTURER @ University of Applied Science - Tools and Technologies II – 2D & 3D Assets Production for Unity – Berlin	SuSe/22
VOLUNTEER @ Gamesweek Berlin 2019	Apr/19
Gamesfest SPEAKER - Narrative Design „A case for Watson"	Apr/19