

MAX BREDLAU

Level Designer
Game Designer
Pixel Artist

CONTACT



max.bredlau@googlemail.com



+49 151 70130325



Bietzkestraße 25 - 10315 - Berlin - Germany



@ollulf



/max-bredlau



bredlau.art

TOOLS

PASSION

for games, tech and craft

LANGUAGES

Unity C# (7 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

TROZKIND

Selina (Trotzkind GmbH)

Dez/22 - Today

GAME DESIGNER | LEVEL DESIGNER

prototyping mechanics, concepting puzzles, building levels in Unity
organizing Playtests and doing Quality assurance



Memory Machine (Amcha e.V.)

Dez/20 - Dez/22

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

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