

MAX BREDLAU

GAME DESIGNER
LEVEL DESIGNER
FOUNDER

ABOUT ME

My passion spans a wide range of fields, from interactive software to creative and hands-on work. This includes restoring vintage mopeds, designing and crafting leather backpacks, and producing homemade elderberry and fruit wines. I also play several musical instruments and teach vintage boogie-woogie dance from the 1950s.

TOOLS

LANGUAGES

C# (9 years) | Java (2 years) | Python (1/2 years)

German (mother tongue) | English (C1 Niveau)

SOFTWARE

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

CONTACT

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EXPERIENCE



Schleuder Games UG

APR/23 - TODAY

CO-FOUNDER & GAME DESIGNER & LEVEL DESIGNER

Co-founded with Lucas Bödeker and Torben Bökemeyer.

Developing original games and works as a service provider for external clients, handling communication, project acquisition, and managing external projects from concept to completion, including commissioned work



Hochschule Fresenius & University of Applied Science Europe

OCT/22 - TODAY

LECTURER

Courses on prototyping, 3D asset production in Blender, level design, and Engine Work in Godot, Unity and Unreal Engine, taught in English

Classes of 8-16 participants with a focus on individual guidance, hands-on learning, direct feedback, and linking theory with practice with focus on how to effectively use AI



Selina (Trotzkind GmbH)

DEZ/22 - JUL/25

GAME DESIGNER & LEVEL DESIGNER

Prototyping mechanics, concepting puzzles, building levels in Unity with Realtime CSG from Sketch to supervised production ready level, as well as organizing playtests and conducting quality assurance

Project management, including organizing workflows in Jira, project documentation, and moderating meetings.

Focused on optimizing cross-team processes and supervising interns both technically and organizationally.



Super Crowd GmbH

JUN/21 - DEZ/22

LEAD LEVEL DESIGNER

freiberuflicher Level Designer für verschiedene Projekte: Indie Arena Booth, Hamburg Games Conference, DreamHack Beyond, MAG Erfurt

Gestaltung und Umsetzung von Leveln und Koordination anderer Teammitglieder bei der DreamHack Beyond

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 mainly retro styles

EDUCATION

Startup Workshop - Stiftung Digitale Spielekultur

JUN/22 - SEP/22

Startup workshop on developing, planning, and positioning game and media projects, with insights into entrepreneurship, funding structures, and sustainable business models in the games industry.

Bachelor of Arts - Game Design

AUG/17 - FEB/21

University of Applied Sciences Europe, Berlin - Endnote: 1.7