

CONTACT:



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Languages

	Basic	Advan.	Pro.
German	★	★	★
English	★	★	★



IT -Skills

	Basic	Advan.	Pro.
MS Office	★	★	★
Asana	★	★	★
Photoshop	★	★	★
Unity	★	★	★
Godot	★	★	★

MARTIN HERRENKIND

Game Production Student

EDUCATION

Certified Game Producer | School 4 Games GmbH (Oct.2018 – Oct.2019)

- Agile Project Management (SCRUM)
- Marketing
- Product Management
- Game Analysis
- Game Design

Projects:

FULL METAL AI | 3D Twin – Stick Shooter

First Semester Project, Dev. 5 months, Godot Engine 3.0.6

I was responsible for the project management in FULL METAL AI. My tasks were supervising the development processes, running and recording meetings, setting up the product backlog, presentation and documentation the progress on each milestone

Handelsfachwirt | IHK Berlin (09. 2017 – now)

- Marketing
- Personnel management (HR)
- Business management

Business English | Euro-Schulen-Organisation (Aug. – Oct. 2010)

- Performance reviews
- Business correspondence
- Characteristics of applications written in english

Final Grade: **2,0**

WORK EXPERIENCE

Chief Waiter | Restaurant Munch's Hus (Sept. 2011 – Jan. 2018)

- Serving & consulting guest in food and proper wines
- Being responsible for workflow and giving orders to other waiters
- Managing events like company Christmas parties, wedding, etc.

Journalistic work | ePrison Games Information (2011)

- Researching, translating and publishing reports and news from the games industry
- Voluntary work

Berlin, 20.0.2019