

# Fabian Groß

Technical Game Designer

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4 years experience making games as technical designer  
across multiple genres, platforms and engines.

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## Project Experience

### 2019 **UNANNOUNCED PROJECT** - *Technical Game Designer*

- Designed, prototyped, implemented, and iterated on camera systems and authoring tools
- Collaborated with level / game design, exploring gameplay mechanics through prototyping

### 2018 **TO THE CORE** - *Technical Game Designer, Lead Designer*

- Designed and prototyped movement and combat mechanics for a 3rd person action title
- Took combat and enemy design features from initial concept to technical implementation
- Pitched, designed, and implemented interactive level elements for level designers
- Built shared vision in close collaboration with other leads and stakeholders, reviewed work

### 2017 **THE TUMBLE TREE TOURNAMENT** - *Product Owner*

- Used scrum to produce a 14 person team to develop a prototype for our client
- Maintained contact with and pitched to our client, lecturers, and external audio designer

### 2016 **SUGAR AND SPACE** - *Technical Game Designer, Product Owner*

- Pitched, prototyped, iterated on, and implemented the game's core puzzle mechanic

### **HEX BASED GAME ENGINE** - *Engine Programmer (C++)*

- Responsible for generating the hex grid, serializing level data, and scripting in Lua

### **MID AIR SMASH** - *Technical Game Designer*

- Co-designed and fully built by myself, including network programming and smoothing

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## Skills

### Technical Game Design

- ★ Game system design and implementation
- ★ Rapid prototyping and playtesting
- ★ Combat design
- ★ Game / level design

### Programming Languages

- ★ C#, C++
- ★ Unreal Blueprints
- ★ Lua, Java, Basic

### Software

- ★ Google Docs, Microsoft Office
- ★ Perforce, JIRA, Visual Studio
- ★ Microsoft Paint

### Game Engines

- ★ Unreal Engine 4
- ★ Unity
- ★ XNA

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## Education

2015 - 2019  
(expected grad.) **Bachelor of Science**, NHTV Breda University: International Game Architecture and Design, specialization: Design & Production, Netherlands

2004 - 2013 **Abitur** (German high school diploma), Karl-Ziegler Gymnasium, specialization: Maths & English, Germany