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# CV

## Personal Data

**Name** Deivid Dragomirovic  
**Address** Leydenallee 74  
12167 Berlin  
**Birthday/-place** December 20th 1990, Hamburg  
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## Education

10/2015 - 09/2017 Apprenticeship, Game Development  
S4G School for Games, Berlin  
◆ 3 Projects  
◆ Scholarship from School for Games  
◆ Student representative

08/1997 -05/2012 Abitur, Stadtteilschule Stellingen, grade: 2,7

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## Experience

06/2017 - present Level Designer - Sea of Solitude  
Jo-Mei Games, Berlin

10/2016 - 03/2017 Game & Level Designer - Vei - The Trail of Life  
S4G School for Games, Berlin

03/2016 - 09/2016 Game & Level Designer - Pool Party Arena  
S4G School for Games, Berlin

09/2015 - 02/2016 Programmer, Sound Designer - Archy's Adventure  
S4G School for Games, Berlin

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## Skills

<b>Knowledge</b>	Game Design	Advanced
	Level Design	Advanced
	Documentation	Advanced
	Game Analysis	Basic
	C#	Basic
	Production	Basic
<b>Software</b>	Unity 3D	Advanced
	Photoshop	Advanced
	Microsoft Office	Advanced
	Google Apps	Advanced
	Unreal Engine 4	Basic
	3DS Max	Basic
<b>Languages</b>	German	Native Speaker
	English	Advanced

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## Activities

Volunteer Work	Founder of the Game Student Collective in Berlin, Volunteer at AMaze Festival
Videogames	RPG, Action-Adventure, Online-Multiplayer
Boardgames	Always hunting for special board games such as Blood Rage, Rising Sun or Spyfall

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Berlin, November 19th, 2017  
Deivid Dragomirovic

