



# Résumé

## Tina Plavius

### Contact

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### Education

#### **MEDIA DESIGN HOCHSCHULE**

Düsseldorf, Germany

**M.A. Media Producing** (Sep 2019)

Relevant Coursework:

Project and Communication

Management

Business Administration

#### **MEDIA DESIGN HOCHSCHULE**

Düsseldorf, Germany

**B.S. Game Design** (Sep 2017)

Relevant Coursework:

Artwork in Games, Gamedevelopment

Specialization: Programming

### Languages

German (Native)

English (ESL)

### Hobbies

Digital Drawing

Low Poly Modeling

Gaming

Reading

### SKILLS SUMMARY

Unity | Unreal4 | Blender | Jira | Confluence | Git | Office365 |  
Scrum | Agile | Lean | Programming C# | Entry Level C++ |  
Adaptability | Empathy | Time management | Attention to detail  
| Teamplayer |

### Work Experience

**Jan 2021 - Mar 2023** **QA TESTER**  
**Gritworld Frankfurt am Main, Germany**

- Creating Testcases and Testsuits
- Create tutorials for basic understanding of specific features
- Testing different features and entering bugs into Jira
- Deciding on publishable builds
- Close work with Developer, Artist and overseas Teams

**Sep 2018 - Sep 2019** **GAMIFICATION, GAMEDESIGN**  
**BRAINtuning Teltow, Germany**

- Creating Game Designs for the Bewango Application set on medical standards including creating content and app testing
- Consulting on possible usages of products of supporting companies

**Oct 2016 - Feb 2017** **INTERNSHIP GAMEDESIGN**  
**bluebox interactive (UG) Oberhausen, Germany**

- Creating a game with a set team of students
- Took part in: Gamedesign, 2D Art, 3D Modeling, UI, Management

### REFERENCES

References available upon request