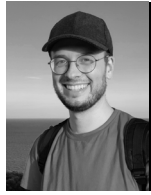


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CV SERGEJ TRENKENSCHUH

level design & game design

EDUCATION

2014-2019 Bachelor of Science

Media Informatics and Interactive Entertainment

Specialization: Creative Content Design

Thesis: Analysis of motivations for the use of photography in video games
University of Applied Sciences Mittweida, Germany

2006-2014 Abitur

Werner-von-Siemens-Gymnasium
Gronau (Westf.), Germany

SOFTWARE

Unreal 4 full level and game design workflows,
scripting in Blueprints

Unity script basic level behaviors in C# and
quickly iterate on level designs

Adobe Photoshop extensive knowledge of most tools used
for graphic design and image
manipulation

Adobe Premiere Pro confident use of all tools used for
fundamental video editing

LANGUAGES

German native

English professional proficiency

Russian basic

INTERESTS

video games • video editing • photography •
rowing • hiking • cinema • tv shows

WORK

April 2021 - Level & Game Designer

Point Blank Games

role: blockouts for most levels, enemy camp structure
design, enemy design, balance and much more

May 2019 Freelance Video Editing

Headup Games

role: footage capture and complete creation of three fea-
ture trailers and a launch trailer for Vambrace: Cold Soul

April 2018 - October 2018 Internship QA

Headup Games

role: QA and video production

PERSONAL PROJECTS

2020 Theatre (Cancelled)

Half-Life Alyx fan map Source 2

2020 Tower (Cancelled)

Monster Hunter World fan map Unreal 4

2019 Koa Bunga

level rework Unity

2018 Hangar

Overwatch fan map Unreal 4

2017 Carthus

Dark Souls 3 fan map Unreal 4

2016 - 2017 Koa Bunga

student game Unity