

Martin Nerurkar

Game & UX Design

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## Key Skills

### Effective Team Player

Capable of working efficiently independently as well as within teams of varying sizes

Experienced in managing small interdisciplinary teams both online and offline

Adept at sharing knowledge with others thanks to lecturing and leadership experience

### Broad Technical Knowledge

Expertise with a wide range of different computer programs and video game engines

Rich experience with scripting game content in a number of different languages

### Special Design Experience

First Person Shooter design with a focus on team-based multiplayer

The use and possibilities of virtual spaces within video games

Asynchronous web-based MMOGs with the F2P business model

## Employment History

### Sharkbomb Studios (11/2012 – current)

Creative Director of a small indie studio developing mobile games

### Martin Nerurkar Design Consulting (11/2011 – current)

Self-employed UX & Game Design consulting focusing on playful design

### Gameforge Productions GmbH (09/2009 – 08/2011)

Employed as Game Designer and then as Lead of Game Design for the Web Games dept

Responsible for 15 Game Designers working on up to 10 different games

Created systems and structures for internal education and knowledge sharing

### Keen Games (03/2008 – 05/2009)

Level Design and Scripting for Anno: Create a New World (Wii, DS) and G-Force (DS, PSP)

### digital:architektur Martin Nerurkar (06/2006 – 03/2008)

Self employed freelancer for architectural visualization and other digital design services

### Architektengruppe Trostdorf (2005)

Intern, contributed to the development of a large housing project in Stuttgart, Germany

### Casino IT (2004 – 2005)

Giving 3ds Max classes for architecture students (beginners and intermediate users)

## Game Development History

### **Touch of Death (06/2013 – 08/2013)**

Game design, scripting; Mobile rhythm-action game, released

### **Hipster Zombies (12/2012 – 05/2013)**

Game design, artwork, scripting; Mobile and console action game, released

### **KingsAge (11/2009 – 03/2010)**

Feature design, documentation; Browser-based strategy game, released & active

### **MonsterSaga (09/2009 – 11/2009)**

Scripting, feature design, documentation; Browser-based RPG, released & discontinued

### **G-Force (03/2009 – 05/2009)**

Level design, scripting; Nintendo DS and PSP 3rd Person action game, completed

### **Anno: Create a New World (03/2008 – 03/2009)**

Game and Level design, scripting; Nintendo DS and Wii building strategy game; released

### **Eden Eclipse (2001 – 2005)**

Game design, management, 2d & 3d artwork; UT 2004 mod project; demo released

### **Neocron (2001)**

2d & 3d artwork, writing & mission design freelancer; Reaktor Media GmbH; published

### **Navy SEALs: Covert Operations (2000 – 2005)**

Game design, management, 2d & 3d artwork; Quake 3 mod project; released

## Education

### **Architecture studies - University Stuttgart (10/2001 – 04/2007)**

Exchange student to Calpoly, San Luis Obispo, USA for one academic year (2005/2006)

Videogame-based Diploma in 2007 with the best possible final grade "Sehr Gut" (A)

## Publications and Speaker History

### **Big Bucks for Bits and Bytes (GDC Europe, 08/2011)**

GDC Europe talk on the topic of improving the monetization of a F2P games

### **Qualities of Virtual Goods (BGF2010, 11/2010)**

A lecture presenting a model of the different attributes and elements of virtual goods

### **Game & Level Design Tutor (2008 – 2010)**

Part-time teaching Game and Level Design at Games Academy Germany and IFS Köln

### **No More Wrong Turns (08/2009)**

Gamasutra Article on different methods to help players navigate virtual space

### **digital game space (04/2007)**

Diploma thesis on the different types and categories of digital game spaces

## Language Skills

### German

Native proficiency

### English

Bilingual proficiency (297 of 300 points on the TOEFL test, taken in 2005)

### Spanish

Limited working proficiency

### French

Elementary proficiency

## Program Experience

### 3D Modeling

Autodesk 3ds Max	Advanced
Autodesk Maya	Intermediate
Autodesk Mudbox	Basic
Pixologic Zbrush	Basic

### Game Engines

Unity 3D Engine	Advanced
id Tech 3 (Quake 3)	Expert
id Tech 4 (Doom 3/Quake 4)	Advanced
Unreal Engine 2 (UT2003/2004)	Intermediate
Unreal Engine 3 (UT3)	Basic

### Image and Video Editing

Adobe AfterEffects	Intermediate
Adobe Illustrator	Intermediate
Adobe Photoshop	Expert
Adobe Premiere	Intermediate

### Text Editing

Adobe InDesign	Intermediate
Microsoft Excel	Intermediate
Microsoft Powerpoint	Advanced
Microsoft Word	Advanced

### Internet

Adobe Flash	Intermediate
Adobe Flash Actionscript	Basic
HTML code	Advanced
C# code	Intermediate
PHP code	Basic