

## Martin Nerurkar

Game Design & 3d Art

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## Key Skills

- **Passionate Game Developer**
  - A strong passion for designing and developing games regardless of medium
  - Initiated and coordinated several freely available game projects (modifications)
  - Development of board and card games and role-playing game fan-materials
- **Teamwork and Organization**
  - Capable of working efficiently independently as well as within teams of varying sizes
  - Experience in managing smaller teams in their daily activities using online communication
  - Adept at sharing knowledge with others through lecturing at the Games Academy
- **Technical Knowledge**
  - Expertise with a broad range of different computer programs and video game engines
  - Familiarity with the technical principles of scripting, programming and artwork creation

## Game Development History

- **G-Force**
  - Level design, scripting; Nintendo DS and PSP 3rd Person action game, completed
- **Anno: Create a New World**
  - Game and Level design, scripting; Nintendo DS and Wii building strategy game; released
- **Silent Risk**
  - Game design, management, 2d & 3d artwork; Quake 4 mod project; development halted
- **Eden Eclipse**
  - Game design, management, 2d & 3d artwork; UT 2004 mod project; demo released
- **Neocron**
  - 2d & 3d artwork, writing & mission design freelancer; Reaktor Media GmbH; published
- **Navy SEALs: Covert Operations**
  - Game design, management, 2d & 3d artwork; Quake 3 mod project; released

## Employment History

- **Keen Games (03/2008 – 05/2009)**
  - Employed as Level Designer on two projects
  - Scripted the single player campaign for Anno: Create a New World
- **Games Academy (10/2008 – now)**
  - Teaching Level Design to aspiring game developers
- **digital:architektur Martin Nerurkar (2006 – now)**
  - Self employed freelancer for architectural visualization
  - Creating websites, models, animations and renderings
- **Architektengruppe Trostdorf (2005)**
  - Internship in an architecture studio
  - Contributed to the development of a large housing project in Stuttgart, Germany
- **Casino IT (2004 - 2005)**
  - 3ds Max Tutor for architecture students
  - Teaching 3ds Max classes to beginners and intermediate users

## 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

- **space time play (09/2007)**
- **digital game space (04/2007)**

## 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 Expert
  - Autodesk 3ds Max Character Studio Advanced
  - Autodesk Maya Intermediate
  - Autodesk Mudbox Basic
  - McNeel Rhinoceros 3D Basic
  - Pixologic Zbrush Basic
- **Game Engines**
  - id Tech 1 (Quake 1) Intermediate
  - id Tech 2 (Quake 2) 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
- **CAD Programs**
  - Autodesk AutoCAD Intermediate
  - Nemetschek Allplan Advanced
  - Softtech Spirit Intermediate
- **Internet**
  - Adobe Flash Intermediate
  - Adobe Flash Actionscript Intermediate
  - HTML code Advanced
  - PHP code Basic