

Martin Nerurkar

Level & Game Design

martin@nerurkar.de

www.martin.nerurkar.de

Key Skills

Passionate Game Developer

Belief in games as an art form and vehicle for communication regardless of medium
Interested in the frontiers of the video game medium and their expansion

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 Game Design Services (11/2011 – current)

Self-employed Game-Design freelancer focusing on F2P and online games

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)

Designed and scripted all single player levels for Anno: Create a New World (Wii, NDS)
Designed and scripted levels for the single player campaign for G-Force (NDS, 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

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; Reakktor 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

Environmental Storytelling (MFG event, 04/2011)

A talk inspired by theme park design and explaining how to use spaces to tell stories

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

space time play (09/2007)

Two special game reviews within a larger book on the topic of games and architecture

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

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

Internet

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