

# Martin Nerurkar

Interaction Design & Development

[martin@playful.systems](mailto:martin@playful.systems)

[www.martin.nerurkar.de](http://www.martin.nerurkar.de)

## 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  
Over 10 years of practical experience with the Unity 3d engine

### Special Design Experience

First Person Shooter design with a focus on team-based multiplayer  
The use and possibilities of virtual spaces within video games  
Digital card games with complex tactical gameplay spaces

## Employment History

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

Creative Director of a small indie studio developing mobile games

### Playful Systems Martin Nerurkar (11/2011 – current)

Self-employed UX & Game Design consulting focusing on game, UI design & development

### 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

## Major Project History

### **Nowhere Prophet (11/2014 – current)**

Game design, development, UI  
Roguelike card-game  
Status: Released

### **Minute of Islands (04/2019 – 04/2020)**

UI design and development freelancer  
Exploratory adventure game  
Status: In progress

### **Cultist Simulator (10/2015 – 2017)**

UI design and development freelancer  
Narrative card-game  
Status: Released

### **Wheelhouse (10/2016 – 05/2017)**

Design and Development  
VR wheelchair experience for awareness  
Status: Released

### **The Exiled (01/2016 – 05/2016)**

UI Design freelancer  
Competitive PvP MMO  
Status: Released

### **Audiosurf 2 (01/2015 – 03/2015)**

Theme design and shader scripting  
Audio-controlled puzzle-racer  
Status: Released

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

Game design, scripting  
Mobile rhythm-action game  
Status: Released

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

Game design, artwork, scripting  
Mobile and console action game  
Status: Released

### **KingsAge (11/2009 – 03/2010)**

Feature design, documentation  
Browser-based strategy game  
Status: Released & active

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

Scripting, feature design, documentation  
Browser-based RPG  
Status: Released & discontinued

### **G-Force (03/2009 – 05/2009)**

Level design, scripting  
Nintendo DS and PSP action adventure  
Status: Released

### **Anno: Dawn of Discovery (03/2008 – 03/2009)**

Game and Level design, scripting  
Nintendo DS and Wii strategy game  
Status: Released

### **Eden Eclipse (2001 – 2005)**

Game design, management, 2d & 3d artwork  
UT 2004 mod project  
Status: Demo released

### **Neocron (2001)**

2d & 3d artwork, writing freelancer  
Cyberpunk MMO  
Status: Released

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

Game design, management, 2d & 3d artwork  
Quake 3 mod project  
Status: 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

### **No Booth, No Problem (GDC, 03/2018)**

A talk on how to present a game at a conference without a booth

### **Archetypical Spaces (A MAZE Berlin, 03/2013)**

Presenting a theory of archetypical spaces, just like archetypical characters

### **The Indie Brain on F2P (A MAZE Berlin, 03/2012)**

A talk on how indies could benefit from the F2P business model

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

A 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

### **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

## Teaching History

### **GA/GPD 913 (SAE Stuttgart, 04/2014 – 10/2015)**

An introduction to level design for artists and programmers. pes

### **Game Design 110 (Games Academy Frankfurt, 05/2012 – 06/2012)**

Basics of game design for all courses

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

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

### **Level Design 200 (Games Academy Frankfurt, 10/2008 – 06/2010)**

First person shooter level design with iD Software tools

### **Casino IT (University Stuttgart, 2004 – 2005)**

3ds Max classes for architecture students

## Skills

### Language Skills

German	Native proficiency
English	Bilingual proficiency
Spanish	Limited working proficiency
Italian	Elementary proficiency
French	Elementary proficiency

### 3D Modeling

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

### Game Engines

Unity 3D Engine	Expert
id Tech Engine	Intermediate
Unreal Engine	Intermediate
Construct2	Basic

### Image and Video Editing

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

### Text Editing

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