**Florian Lichtblau**

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**Qualification Profile**

Analytical and detail-oriented unity developer accustomed to working in fast-paced and deadline-driven environments. Adept at developing video games, performing various project management tasks, and conducting code reviews. Possess extensive expertise in using different technologies and coding languages. Demonstrated ability to develop gameplay strategies, and experiment with themes and genres. Highly knowledgeable about developing characters, maps, and scenarios within different game platforms. Strong communication skills with fluency in German, Latin, Old Greek, and English, able to build relationships and manage competing demands result in the achievement of challenging goals.

**CORE PROFICIENCIES**

E-Learning | Project Coordination | Staff Collaboration | UI & UX Design | Game Development | Video Editing | Web Development

Time Management | Relationship Building | VBA | Microsoft Office | Adobe Creative Cloud | C# | HTML | JavaScript | CSS | Unity

**PROFESSIONAL EXPERIENCE**

**M3 Group, London 09/2021 to Present**

**Language Coordinator**

* Support the development of new ideas, initiatives, products, and services by working with departments across the company, including marketing and project management.
* Discuss, coordinate, and plan all project activities by attending and organising weekly meetings with management.
* Bridge the communication gap by working as a liaison between management and the project teams.
* Track all ongoing project progress and commitments to maintain a project backlog.
* Manage 25 translation projects simultaneously by cooperating with other team members.
* Manage tasks and processes easier and more efficient by developing VBA solutions.
* Enhance the overall efficiency by 15% through the creation of a quoting application.

**Landesdenkmalamt Hessen, Hungen 01/2019 to 08/2021**

**VBA and Unity Developer**

* Designed educational computer/mobile games with Unity 2D/3D, including storyboard, UI/UX design, animation, game mechanics programming, debugging, QA team supervision, web execution, audio management, and dialogues via research.
* Developed and implemented WebGL and mobile content in line with requirements.
* Built core game features, including storylines, role-play mechanics, and character biographies for a new video game or franchise.
* Defined requirements and executed online features by engaging with multiple stakeholders.
* Developed gameplay prototypes for presentation to creative and technical staff and management.
* Expertly used two- and three-dimensional graphical design software to prepare and revise initial game sketches.
* Enabled and supported the critical and commercial success of the product by balancing and adjusting gameplay experiences.
* Created graphics and layouts for product illustrations, company logos, and Internet websites by discussing with team members.

***Additional experience as Academic Assistant at Justus-Liebieg Universität***

**EDUCATION & CREDENTIALS**

**M.A. Classical Archaeology:** Johann Wolfgang Goethe Universität Frankfurt am Main

**Bachelor of Arts (B.A.)**: Justus-Liebig Universität, Hessen