

SILVAN KOCH

Prototyping &
Game Development

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ABOUT ME

I am Silvan Koch, a soon-to-be game development graduate from Berlin. I found my way into game development starting at the age of 13 by creating small Minecraft mods, then going further with small RPG Maker and Unreal projects until I finally got into Unity and C#.

Since then, they are my weapon of choice when it comes to prototyping small ideas and implementing or iterating features for larger projects. Currently, I am in education as a state-approved game developer at the S4G School for Games GmbH.

My mission is to make the most of pieces and ideas used in game development. With the help of clean, object-oriented prototyping and C# scripts, I want to test and present ideas properly. Furthermore, I think that modifying features just by altering different options via script can lead to a multiplication of content without going overscope in workload.

PROJECTS



Echoes of Etrya / 3D Puzzle Plattform (link)

Responsibilities:

- Prototyping - implementation, alterations & iterations of features
- Support engineering - assist in engineering in various fields
- Technical QA - coordinating playtests, bugtracking & bugfixing in-engine
- Game Design - co-designed features & mechanics, wrote the entire GDD

10/2018 - 03/2019

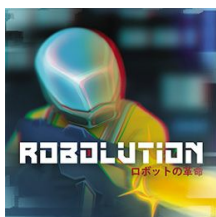


Bloodmoon Samurai / Metroidvania (link)

Responsibilities:

- Production - agile project management, documentation & presentations
- Web development - created the official website in HTML & css
- Support engineering - assisted in developing enemies, boss AI
- Audio engineering - researched and implemented sfx & music

04/2018 – 09/2018



Robolution / 2,5D Sidescroller Shooter (link)

Responsibilities:

- UI / UX programming - implemented menu UI & functionality
- System design - designed combat mechanics, player actions & enemy behavior
- Balancing - adjusted player & enemy values on several difficulties, also in-engine
- Documentation - responsible for the game design document

10/2018 – 08/2018

SKILLS

Technical

Prototyping
Unity (advanced)
C# (advanced)
Unreal
HTML
CSS
Version Control (Mercurial)
Bugtracking

Game Design

System Design
Balancing
Documentation
Playtest conducting
Design & feature iteration

Software / Services

Office suite / Google variants
Mercurial / TortoiseHg
Atlassian Bitbucket
Trello & Asana
Adobe Photoshop
Balsamiq
yEd
3DS Max

LANGUAGES

German (native)
English (fluent, ~C1)
French (basics)

EDUCATION

2018 - 2019: Diploma (state-approved game developer), S4G School for Games GmbH
2010 - 2016: A-Levels, Europäisches Gymnasium Bertha-von-Suttner (A-Levels at the age of 16)
2005 - 2010: Kolumbus primary school (skipped the third grade)