

# Gerrit Pottmeyer

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## TECHNICAL SKILLS

- Proficient in Unity 2D and 3D
- Proficient in Unreal Engine 5
- Proficient in Valve's Hammer Editor
- Agile Development
- Understanding of Version Control (Git, SVN)

## • Fundamental knowledge of C++, C# SOFT SKILLS

- Creative & Analytical Thinking
  - Attention to detail
  - Effective in interdisciplinary communication
  - Efficient in giving/receiving constructive feedback
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## EDUCATION

**Champlain College** - Bachelor of Science Degree in Video Game Design & Development  
163 S Willard St, Burlington, VT, 05401

- 3.690 GPA
  - Dean's List Fall 2020 to Spring 2024
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## PROFESSIONAL EXPERIENCE

**Senior Capstone Game - Riptide** - Level & Combat Designer Sept 2023 - May 2024  
163 S Willard St, Burlington, VT, 05401

- Prototyped, constructed, and iterated upon the different mobile and immobile enemies in the game to balance player combat encounters.
- Designed and iterated upon the in-game tutorial for player onboarding.
- Prototyped, constructed, and iterated upon two 'arena-style' levels set in a true 3D environment.

**Level Design II - Sphere Gamma** - Solo Developer Sept 2023 - Dec 2023  
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- Researched and self-taught how to use Valve's Portal 2 Hammer Editor tools to effectively prototype levels and mechanics
- Prototyped, constructed, iterated upon, and polished an original immersive puzzle level

**Systems & Mechanics Design - Antimatter** - Solo Developer March 2023 - May 2023  
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- Prototyped, constructed, iterated upon, and polished an original immersive puzzle platformer featuring a unique core mechanic.
- Created plans for and ran QA testing sessions for new levels and mechanics, as well as analyzing testing data