

LUISA MAI MÄRKL

+44 7378 190 235 · +49 175 201 2045 · luisamaymarkl@gmail.com
[linkedin.com/in/luisa-mai-markl-714649223](https://www.linkedin.com/in/luisa-mai-markl-714649223) · <https://pocketmay.itch.io/>

A creative and internationally-minded BA (Hons) Games Design student with strong academic achievements and a musical background. Possesses diverse language skills with fluency in English, German, and French and intermediate level skills in Japanese and Korean. Keen and excited to pursue a career in the games industry as a game designer.

EDUCATION

2022.09 – PRESENT

UNIVERSITY OF THE ARTS LONDON

MA Games Design

2019.09 – 2022.06

UNIVERSITY OF THE ARTS LONDON

First Class Honours BA (Hons) Games Design

Courses: Concept & Design, Conceptual & Theoretical Studies, Prototype Development, Introduction to Professional Practice, Professional Practice and the Games Industry

Dissertation Title: “Embedded Narratives in Open-World Video Games”

2013.08-2018.05

MUNICH INTERNATIONAL SCHOOL

Bilingual International Baccalaureate (IB) & MIS Diploma

Higher Level Subjects: English Literature, Physics, Arts

Standard Level Subjects: History, Mathematics, German Literature, French Language & Literature, Theory of Knowledge

Awards: Top Ten GPA Awards (2015, 2016, 2018), German Literature Award (2018)

Honor Roll: Principals List (2016), High Honors (2015, 2017, 2018)

2011-2013

INTERNATIONAL SCHOOL OF LYON

2006-2011

CITÉ SCHOLAIRE INTERNATIONALE LYON

SKILLS

- Unity
- Visual Studio
- C# programming skills
- Autodesk Maya
- Proficient in Windows and MacOS systems
- Languages (fluent written/spoken): English, German, French
- Languages (intermediate): Japanese, Korean
- Adobe Photoshop CC, Adobe Lightroom, Adobe Premiere Pro
- Filmora Wondershare

WORK EXPERIENCE

2016.06

GOETHE INSTITUT FRANCE - LYON

Internship

Tasks: translation, communicating and interacting with students via email, exam supervision, assembling programs and flyers, organization of intercultural events and documents

WORKSHOPS & ACHIEVEMENTS

2022.06

CREATIVE ASSEMBLY BEST STUDENT GAME 2022

Game *Draft 15* (2022) shortlisted for TIGA UK Games Education Awards 2022

2021.08

GOTHAM WRITERS GAME WRITING I

Workshop

Topics: Playing a Story, Creating Characters, Gameplay & Theme, Interactive Story Structure

2018.10-2019.01

PENGUIN RANDOM HOUSE CREATIVE WRITING FOR BEGINNERS

Workshop

Topics: Character, Plot, Point of View, Description, Dialogue, Voice, Setting, Beginnings

2018.08

MEDIACAMP ANIMATION

Workshop

Topics: Introduction to Autodesk Maya, Basics of Animation, Polygon Modelling, Introduction to Adobe Premier, Rendering of Turntables

2016.12

ROYAL ACADEMY OF DANCE

Examination in Dance: Intermediate Foundation with Distinction Achievement

INTERESTS & HOBBIES

- **Video Games:** Started playing video games at a very early age and never stopped.
- **Creative Writing:** Writes short stories and novels.
- **Drawing/Painting:** Enjoys drawing sprites and graphics for video games and dance videos, as well as drawing realistic and stylized characters. **Works were exhibited in 2018 at the Munich International School IB Arts exhibition.**
- **Video Editing:** Edits dance videos with Adobe Premiere Pro and Filmora Wondershare.
- **Languages:** Spent 6 months studying Japanese in early 2019 at the **International Study Institute Tokyo.**

- **Dancing:** Started in early childhood, edits and posts dance videos on Instagram, participated in numerous performances and workshops.
- **Violin:** Followed the Suzuki Violin School Program for 7 years.