

Claude Fehlen

I'm a game developer with almost 3 years of experience in mobile game development. I worked from prototyping to LiveOps. I love listening to designers and finding the best solution together. Besides feature development I like to support the visual side of a project by creating custom shaders for the desired look.

— Contact —

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— Languages —

English: Intermediate

German: Intermediate

French: Novice Speaker

Luxemburgish: Native Language

— Work Experience —

5th Planet Games

Duration: 2 Years, 10 Months

- I worked on multiple mobile games that were developed with unity. One of them I was part of from the start, to launch. I also helped maintain and improve our project in LiveOps.
- Besides these duties I worked closely with the art team and implemented shaders they wanted or helped them fix technical issues they had with node-based shaders or limitations that existed at that time.
- To iterate fast and to create automated tools we had a Jenkins server I helped setup and maintain.
- We tried to share all responsibilities in the whole dev team. To help this I hosted and moderated weekly meetings so we could share knowledge and figure out the best solutions together.

Shipped Game: [Tintin Match](#)

Sharkbombs Studios

Duration: 5 Months

- Part of my study was an internship, where I worked for 5 months on a rogue-lite card game for PC.
- We paper prototyped a new direction for this game. Which we also implemented in a prototype version in Unity.
- Afterwards I helped design cards for the game and also implemented the logic for these cards. So, I could iterate fast on ideas.

Project: [Nowhere Prophet](#)

— Education —

Medien design Hochschule

Bachelor in Game Design

Date: 2014 – 2018

We had a wide range of lectures covering different aspects of game development. Each semester we had time to work on various projects from a card game on paper to a 3D action game in Unity together.