

CLARA BOHNSACK

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PROFILE

I am an Information Technology and Design student who is very passionate about video games and their effect on people. While I grew up loving video games, I also grew interested in more than just playing them; I wanted to understand how they are made. Over the course of my studies I was able to show my determination to learn new skills, try out different media and work with people in the gaming industry. I was fortunate to gather a lot of experience through my participation in summer schools, my student job and extracurricular university events.

EDUCATION

- Technische Hochschule Lübeck | Lübeck, Germany** **09/19 – Present**
B.SC., Information Technology and Design
Key Modules: Interactive Virtual Worlds (Unreal Engine 5), 2D Game Prototyping (Unity Engine)
- Universität zu Lübeck | Lübeck, Germany** **10/17 – 06/19**
B.SC., Computer Science (Changed university enrollment in 2019)
- Ida-Ehre-Schule | Bad Oldesloe, Germany** **08/08 – 06/17**
High School (Abitur)

ADDITIONAL EDUCATION

- Summer School, Utrecht University** **August 2022**
Game Design and Development (1.5 ECTS)
 - Development of a video game in a small group setting
 - Skills: Unity Engine, Adobe Illustrator
 - Video game won “Most polished game”
- Summer School, Xamk Summer School of Gaming** **July 2023**
Essentials of Video Game Creation (3 ECTS)
 - Development of a pitch for a hypothetical video game in a small group setting
 - Skills: Game Design, Pitch Writing, Adobe AfterEffects
 - Video game pitch won first prize at the awards ceremony
- Online Module, Xamk - South-Eastern Finland University of Applied Sciences** **03/23 - Present**
Introduction to Video Games Creation (35 ECTS)
 - A total of 24 courses about the conception, design and development of video games
 - Skills: Unity Engine, Krita, Blender
- Team Leader Programme, Local Church Sülfeld** **2012 - 2013**
Youth group leadership training
 - Weekly lessons about leading small groups of teenagers
 - Practical experience through excursions lead by the course participants

WORK EXPERIENCE

Technische Hochschule Lübeck | Lübeck, Germany

05/2023 – Present

Student worker at the Institute of Immersive Media and Stereography

- Maintaining and troubleshooting student projects in the Unity Engine
- Designing posters, animations and videos for events of the institute
- Visiting conventions and other events to report on new types of games and media

VOLUNTEERING

Arbeiterwohlfahrt Landesverband Schleswig-Holstein e.V. | Lübeck, Germany

02/2023 – Present

Course instructor

- Managing and curating a course about smartphone basics for senior citizens
- Communicating specific skills to groups without prior knowledge of the topic

ACHIEVEMENTS

- 2022: Presentation of own Unity application “Electroheart” at the “Intersections” event in Groningen, Netherlands
- 2022: Presentation of own Unity application “Electroheart” at the “Nordische Filmtage” event in Lübeck, Germany

ADDITIONAL SKILLS

- Languages:** German (*Native*)
English (*TOEFL: 108 overall, 25 Writing, 26 Speaking, 28 Reading, 29 Listening*)
- Programming Languages:** Proficient in C#, Java, JavaScript, Perl, Python
- Game Engines:** Proficient in Unreal Engine 4, Unreal Engine 5, Unity Engine
- Illustration and Design:** Proficient in Illustrator, Photoshop, InDesign, XD
- Video editing:** Proficient in AVID Media Composer, Adobe After Effects, Adobe Premiere Pro
- 3D-Modeling software:** Proficient in Blender, Cinema4D
- Other Software:** Proficient in Git, Prusa Slicer

HOBBIES & INTERESTS

Piano: Began piano lessons at the age of eight, Preferred genre is gaming and film soundtracks, Debussy and Chopin

Violin: Began violin lessons at the age of seven, Preferred genre is classical music

University Gaming: Member of the university team, 2nd place on the respective league

Karate: Member of the "Ken Kyo"- Dojo, Acquired the orange belt