

# CLARA BOHNSACK

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## PROFILE

I am a Game Design student passionate about video games and their effect on people. While I grew up loving video games, I became interested in more than just playing them; I wanted to understand how they are made. Throughout my studies, I showed my determination to learn new skills, try out different media, and work with people in the gaming industry. I was fortunate to have gathered much experience by participating in summer schools, my student job, and extracurricular university events.

## EDUCATION

**Uppsala University | Visby, Sweden**  
M.A., Game Design

*09/24– appr. 06/26*

**Technische Hochschule Lübeck | Lübeck, Germany**

*09/19 – 09/24*

B.SC., Information Technology and Design | Final Grade: 1.7

*Key Modules:* Interactive Virtual Worlds (Unreal Engine 5), 2D Game Prototyping (Unity Engine)

*Thesis:* Anxiety Disorder and its Representation in Video Games

**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 led by the course participants

## WORK EXPERIENCE

### gameXcite | Hamburg, Germany

05/2024 – 08/2024

*Game Design Intern*

- Contribution to the development of a Star Trek game
- Conception and development of quests
- Implementation of quests into the Unreal Engine 5

### Technische Hochschule Lübeck | Lübeck, Germany

05/2023 – 09/2024

*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

### Technische Hochschule Lübeck | Lübeck, Germany

03/2023 – 08/2024

*Student worker for the course Interactive Virtual Worlds*

- Creating video tutorials for students of the course
- Maintaining the dedicated online forum

## VOLUNTEERING

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

02/2023 – 08/2024

*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 a university team from 2019 to 2023

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