



RADOW

GAME DESIGNER

ABOUT ME

I am an indie game developer in their mid 30s trying to make an impact in the industry. I enjoy working with others in creative processes, learning new and honing existing skills and being part of exciting projects.

Since 2018 I've been running the game dev coop Purple Sloth Studio eG, a studio focused on developing games with social commentary and political subtext.

EXPERIENCE

- | | |
|-------------|---|
| since 2018 | CO-FOUNDER & DEVELOPER
Purple Sloth Studio eG / Berlin |
| 2018 | SOFTWARE DEVELOPER
Semtix, AStA FU Berlin / Berlin |
| 2017 - 2021 | IT-SUPPORT AGENT
ZeDaT FU Berlin / Berlin |
| 2015 - 2022 | IT-SUPPORT & SYS-ADMIN
RA Steaphan Werle / Berlin |
| 2014 - 2018 | CO-OWNER
4K Catering / Elmshorn |

SKILLS

Coding

- Preferred: c#, Haskell, java, python
- Other: c, c++, rust, js

Platforms

- Windows, Linux, Mac
- Android, iOS, Web

Engines/Frameworks

- Unity, Unreal
- Godot, Visionaire Studio, pygame

Tools/IDEs

- git, SVN
- helpline
- VS, eclipse, Android Studio, x-code, vim

Layout & Graphics

- InDesign, Photoshop

Leadership & Organisation

- Agile/Scrum
- Co-Founding and running
 - an Indie Game Studio
 - an Event catering company
 - a peoples kitchen project
- chairing various student bodies
- working with sizable teams

Languages

- English & German: C2 level

EDUCATION

BSc Computer Science

Freie Universität Berlin
ongoing since 2011

Abitur

Paulsen Gymnasium Berlin
2010

HOBBIES

Gaming

Video-, Boardgames, PnP

Cooking

Vegan International Cuisine

Puzzle & Logic

Riddles, Wargames/Ctf

Politics

Queer- & Diversity Politics

Photography

Architecture & Landscape

Hiking

Legal Name

Arik Rückemann

Pronouns

They/them

Phone

+49 163 83 43 076

Email

contact@radow.info

Website

radow.info