

Ansgar Glup

Phone: +49 (0)15 170 126 242 **Email:** ansgar.glup@gmx.de **Portfolio:** ansgarglup.com

SUMMARY Gameplay designer & programmer with bachelor degrees in computer science (University Oldenburg) and game design (Hanze University Groningen). I have over 6 years of experience working with Unity and C#, and designed and implemented over 20 prototypes for serious games, entertainment games, boardgames, and apps.

DESIGN SKILLS & ABILITIES

- Creating and communicating game concepts
- Performing design research and condensing most valuable insights
- Critically analyzing games using design theories
- Designing and performing user tests

PROGRAMMING SKILLS & ABILITIES

- HLSL shader programming
- Unity editor tools programming
- Unity UI: UI toolkit and uGUI
- Unit tests
- Integrating FMOD
- Serialization
- Server communication
- Leveraging Unity's physics engine
- Designing robust software architecture
- Programming languages: C#, C++, Java, Javascript, Golang, Python

RELEVANT EXPERIENCE

Game Development & Design Intern, 8D Games

February 2022 – July 2022

- Designed and implemented puzzle game for Pokemon GO type serious game.
- Created shaders, user interfaces, and gameplay code for several other games.
- Created several group games in my freetime for our weekly office leisure hour, including "Prison Escape" card game.

UX/UI Designer & Frontend Developer, Cribix

August 2022 – June 2023

- Designed user flow and UI for real estate app.
- Implemented several prototypes in Unity. Functionality included logging in, adding friends, downloading image feed, chatting with friends, and managing galleries.
- Wrote custom server in GO for messaging friends and downloading image feed.

Design consultant, Climars

July 2021 – October 2021

- Designed user flow and UI for app that promotes climate-friendly behavior.

OTHER EXPERIENCE

Retail Associate & Operations Support, Family Bakery Glup

September 2023 – Present

- Delivered exceptional customer service by assisting patrons, managing orders, and ensuring a welcoming atmosphere.
- Oversaw daily operations, including inventory control, cash handling, and maintaining product displays.
- Provided support across multiple store locations, ensuring compliance with company standards and operational consistency.
- Identified and implemented workflow improvements, contributing to increased efficiency and customer satisfaction.
- Assisted in training new team members, fostering a collaborative and high-performing work environment.

EDUCATION

Bachelor Game Design – Hanze Hogeschool of Applied Sciences – Groningen

November 2019 – June 2023

- Designed, implemented, and tested smartphone game for reducing preoperative anxiety in children for bachelor thesis. Consulted with children, parents, a leading expert in e-health systems for children, a child oncologist at the renowned Charité in Berlin, and the CEO of Megapop Games for the best possible design.
- Created working hardware prototype for smelling plants in VR.
- Designed and implemented many serious game concepts, including “My office pet” for promoting healthy movements in office spaces and “The Journey” to increase awareness of municipal regulations that hinder homeless people.

Bachelor Computer Science – Carl von Ossietzky Universität – Oldenburg

October 2013 – March 2019

- Implemented boardgame “CamelCup” as web application.
- Bachelor Thesis: Extended solver for boolean formulas that include mathematical formulas, called “iSAT”, to find optimal solutions. Received a grade of 1.3.

A Complete Overview Of Unity's New UI System UI Toolkit – udemy.com

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- Created game prototype using functionalities of UI Toolkit (custom components, event propagation, manipulators, USS variables, templates).

OTHER
ACCOMPLISHMENTS

- Designed gameplay of "Fighting Chance", which ranked #92 out of over 4000 games for GMTK game jam.
- Passionate and experienced piano player.
- Reached highest league (Einsteinium) at www.Brilliant.org.
- Experienced in organizing Lan parties.