

Dennis Radtke

Heinrichstrasse 33, 8010 Graz, Austria

Phone: +43 690 10337581

Email: radt250@aol.com

Portfolio: www.radtke-game-design.com

LinkedIn: [linkedin.com/in/dennis-radtke](https://www.linkedin.com/in/dennis-radtke)

Professional Summary

Experienced Game Designer with a background in designing and programming for multiple game types and platforms. Skilled in feature design, prototyping, game mechanics design, and balancing. Proven ability to lead projects from concept to completion, with a focus on delivering engaging gameplay experiences. I have a lot of experience working directly in engines, especially with the Unreal Engine and its visual scripting system. Also worked with Unity and Godot. Released games on PC, Consoles (Playstation 5, Xbox Series X/S), and mobile.

Professional Experience

Senior Game Designer – Bongfish GmbH, Graz, Austria

April 2023 – August 2024

- Led design efforts on several event game modes and quality of life features for "World of Tanks."
- Programmed and balanced features using visual scripting; designed core mechanics and meta-game systems.
- Organized and conducted playtests; responsible for game design documentation and story & dialogue writing.

Game Designer – Hekate GmbH, Berlin, Germany

January 2021 – March 2023

- Designed gameplay elements and prototyped features for the horror game "Ad Infinitum."
- Developed and maintained detailed design documentation; worked extensively with Unreal Engine for feature prototyping.
- "Ad infinitum" is an award winning game that won 3 awards at the German Game Awards 2024: Best Debut, Best Sound Design, and Best Story.

Game Designer – Spiele-Palast GmbH, Berlin, Germany

October 2020 – January 2021

- Created and documented game design elements for traditional card games like Canasta and Skat.
- Collaborated with a team to deliver a seamless gaming experience for online card games with different sets of local rulesets.

Internships

Game Design Intern – Hekate GmbH, Berlin, Germany

March 2020 – May 2020

- Contributed to the design and prototyping of game features for "Ad Infinitum."
- Assisted in game design documentation and participated in playtesting.

Game Design Intern – Softgames Mobile Entertainment GmbH, Berlin, Germany

June 2019 – August 2019

- Designed features and levels for "Cookie Land," a match-3 game on Facebook Messenger.
 - Conducted competitor analysis to improve game design strategies.
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Education

State Approved Game Developer – S4G School4Games, Berlin, Germany

October 2017 – October 2019

- Specialized in game design theory, C# programming, and project management (Agile, Scrum, Kanban).
- Worked on multiple game projects from concept to completion.

Master of Arts in Education – Johannes Gutenberg Universität, Mainz, Germany

October 2005 – October 2013

- Focused on German Linguistics and Literature, and English Linguistics and Literature.
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Skills

- **Game Design:** Core Mechanics Design, Meta Game Design, Visual Scripting, Narrative Design, Combat Design, Level Design, Game Balancing, Playtesting, Game Prototyping, Feature Design
- **Technical Skills:** C#, Unreal Engine, Blueprints, Unity, Godot
- **Project Management:** Agile Development, Scrum, Kanban
- **Languages:** German (Native), English (Fluent), French (Basic)
- **Tools:** Confluence, Jira, Photoshop, Gimp