



ABOUT ME

I am a passionate Game Designer who loves bridging the gap between complex technical systems and emotional, player-driven experiences. With a background in managing multi-platform projects and a fresh deep dive into Unreal Engine 5, I approach design with curiosity, structured logic, and a strong sense of community. Outside of editor windows, you'll usually find me testing my endurance on long runs or bringing that same patience to my garden.

KEY SKILLS

- Game System Design
- UI/UX Design
- Unreal Engine 5 (Blueprints)
- Visionary & Adaptive Thinker
- Collaborator

HOBBIES

- Running (Currently Training for a Marathon)
- Plant Keeping & Gardening

FAVOURITE GAMES

- Disco Elysium by ZA/UM
- Frostpunk by 11bit Studios
- SOMA by Frictional Games

CONTACT

krethfeld@gmail.com

[LinkedIn](#)

[Website: krethfeld.de](#)

+4917632884204

KONSTANTIN RETHFELD

GAME DESIGNER

PROFESSIONAL EXPERIENCE

Neverrrift Trading Card Game

Specialized in designing a scalable, modular card rule system across two platforms and managing the full production pipeline from initial concept to commercial viability. Working on Neverrrift within a small indie team required me to take on diverse responsibilities.

- Architecting core mechanics and card systems for consistent multi-platform gameplay.
- Coordinating playtests to iterate on game balance and UX.
- Directing art production and external partners for all deliverables.
- Designing UI and visual assets for multi-platform and marketing use.
- Executing a \$250k+ Kickstarter campaign, validating market demand.
- Managing community engagement online and at events to drive loyalty.

EDUCATION

Guided Course on Unreal Engine 5

- **Systems:** Game mechanics and NPC behaviors using **Blueprints** and **Behavior Trees**.
- **World Building:** Environments and high-fidelity levels via **PCG**, **Nanite**, and **Lumen**.
- **Technical Art:** **Niagara VFX**, **Sounds**, and **UMG (UI)** systems.
- **Own Project:** Dialogue based RPG game in the style of Disco Elysium from scratch.

Bachelor of Arts in Game Design

Grade: 2.0 (German Scale, approx. 3.3–3.5 US GPA equivalent)

Three-year Game Design program that emphasized core design principles, creative development, and practical application. Through a combination of guided instruction and encouraged self-study, it laid the foundation for a sustainable and successful professional career.

Curriculum :

- Two game projects commissioned by external partners
- Game mechanics
- Engines with focus on Unity
- Founding and project management
- 3D modelling
- Character and world design
- User experience
- Storytelling
- Sound design
- Object-oriented programming
- Design history and scientific work methods

Studies in Chemical Engineering and Print & Media Technology

- Chemical Engineering: Foundational studies in applied sciences and engineering. (2014–2015)
- Print & Media Technology: Coursework focused on digital and print media fundamentals and applied design. (2015–2017)

Lead Game Designer

Mar 2022 – Oct 2025

Gate to the Games

Magdeburg

Nov 2025 – Apr 2026

future Training &

Consulting

Sep 2018 – Oct 2021

Macromedia

Hochschule

Leipzig

Sep 2014 – Sep 2017

München

Germany