

Maria Hejlek

Date of birth: 21st March 1994
Nationality: Austrian, EU
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Education

- 2015** | Master of Science in Engineering (MSc) – with Honors.
FH Technikum Wien (University of Applied Sciences Vienna).
Vienna (Austria).
- 2013** | Bachelor of Science in Engineering (BSc) – with Honors.
FH Technikum Wien (University of Applied Sciences Vienna).
Vienna (Austria).
- 2010** | Matura (Higher School Certificate) – with Honors.
BORG (grammar school), specialization in Computer Science, English and Psychology.
Feldbach, Styria (Austria).

Employment Experience

- 2016 (ongoing)** | **Game Designer at Mi'pu'mi Games**
Game, Level and Sound Design, as well as scripting, programming and prototyping
Lead Game Designer for *Red Bull Mind Gamers - Mission: Unlock Enoch*
Level Editor for *The Lion's Song*
- 2015** | **Worked on two unannounced video games**
Creating the foundations of the game design,
Creating puzzles and detailed level drafts
- 2011 to 2013,**
2013 to 2016 | **Web Designer, Web Developer at getaweb.at**
Creating (responsive) Templates and Themes for various CMS (Typo3, Wordpress,
Django CMS), working with HTML5, CSS3, jQuery, PHP, TypoScript and Python
- 2013**
(5 months) | **Intern (Programming) at Daedalic Entertainment**
Creating an animation system for the movement of the protagonists, creating
realistic Look-At and Eye-Movement systems, contribution of game and level design
ideas

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Skills

- Languages** | German (Native Speaker) and English (European Level C2), willing to learn more languages if needed
- Computer skills and competencies** | Skilled in multiple programming languages, experienced in web design and web development, knowledge of database systems (MySQL, PostgreSQL), knowledge of Microsoft Office, Open Office and Libre Office, understanding of computer networks, knowledge of diverse AI behaviours (ACO, PSO, Agents)
- Computer language skills** | C, C++, C#, Python, JavaScript
- Artistic skills and competencies** | Basic skills in image editing (Adobe Photoshop, Gimp and Krita), basic skills in sound editing (FMOD Studio, Audacity), basic skills in video editing (Magix), basic skills in 3D modelling and animation (Maya, Blender), basic skills in texturing (Substance Designer 4, Substance Painter)
- Other skills and competencies** | Highly talented: gifted (tested in both 2003 and 2007) and skipped two grades, eager to learn new skills, fast learner and quick witted, enjoy challenges and the resulting experiences

Additional interests

Playing video games
Reading
Watching movies or series
Cooking
Working out
Playing tabletop games