



Contact



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Education

BA (Hons) Game Design and Production – 1:1

Abertay University, Dundee Scotland

September 2021 – July 2025

Federal Vocational Baccalaureate (Multilingual), Business and Services, Economy

Wirtschaftsmittelschule Zug (Upper Secondary Business School of Zug), Zug Switzerland

August 2017 – July 2021

Federal Diploma of Vocational Education and Training, Commercial Employee

Wirtschaftsmittelschule Zug (Upper Secondary Business School of Zug), Zug Switzerland

August 2017 – July 2021

Certifications and Awards

Oct 2024	DARE Academy Best Game winner
Oct 2024	DARE Academy Best Team winner
Sep 2024	TIGA Games Education Awards Best Student Game Finalist
Jan 2020	Cambridge English Proficiency, C2
Nov 2019	SIZ ICT Advanced User Diploma
Sep 2018	Diplôme d'Études en Langue Française, B1
Jul 2016	Cambridge English Advanced, C1

Languages

English (Fluent)
German (Fluent)
Swiss German (Fluent)
French (Basic working proficiency)

Software

Unreal Engine 5, Unity, GitHub, MS Office suite (Word, PowerPoint, Excel), Adobe programs (Photoshop, Illustrator, InDesign, Substance Designer), Blender, Figma, Procreate, JIRA, Notion, Bugzilla

Skills

Game design, level design, UI design, C# programming, interpersonal skills, working collaboratively in teams, visual scripting, prototyping, documentation, VFX, photo/video editing, translation and localisation, adaptive and fast learning, research

Raymond Corten

Game Designer

Profile

Hard working and motivated first-class honours game design graduate with a creative mindset and keen eye for detail. I'm passionate about crafting engaging, memorable experiences and have hands-on experience collaborating with multidisciplinary teams to bring games to life. Eager to learn and continuously expand my skillset, I make an effort to seek out roles and responsibilities that push me beyond my comfort zone and deepen my understanding of game development.

Experience

Game Designer / Level Designer / UI Designer

Triple 7 Studios, Dundee Scotland

January 2024 – Present

Working on **Left Upon Read**, which started as a professional project with mentorship from a AAA studio for university, and has since been part of and won DARE Academy, where industry professionals offered their expertise in hot-housing sessions.

Some of my work includes:

- Designing and documenting game concepts, systems, and mechanics, working closely with artists and programmers, keeping limited time and skillsets in mind
- Planning, whiteboxing, and set dressing all three levels in the game
- Designing the HUD, menus, and phone interfaces, as well as creating icons, UI materials and UI animations
- Other contributions
 - Environment art, refining pipelines, player animations, lighting, optimisation, QA testing, audio support, studio branding, and more

Marketing Assistant

Fast Lane Switzerland AG, Zürich Switzerland / Remote

August 2021 – Present

I was offered a remote position after my internship, continuing to support the marketing department and overseeing various projects and campaigns of my own.

Some of my work includes:

- Creating visuals for events and trade shows (information and branding on screens and booths), working closely with organisers and within deadlines
- Creating visuals, icons, and logos for social media posts, newsletters, websites, customer portals
- Creating various marketing collateral i.e. merchandise, roll-up banners
- Designing and organising the production of print media
 - Brochures for courses from various vendors, such as AWS, Google, Microsoft, and Citrix, summarising and categorising hundreds of courses, as well as working closely with vendors and trainers to ensure learning paths towards certifications are viable and up to date
 - Flyers for events and promotions
- Redesigning and maintaining the company blog, working with authors, editing posts
- Assisting various marketing campaigns, from cold calling, to newsletters, physical mail, competitions, events, and online content

Commercial Employee Intern

Fast Lane Switzerland AG, Zürich Switzerland

August 2020 – August 2021

I spent a few months in the operations, marketing, customer service, and HR departments before focusing on marketing for the latter half of the internship.

Some of my work includes:

- Localisation of CertNexus CyberSafe eLearning course from English to German
 - Three lessons and introduction videos for a combined 11,000 words from scripts, as well as a 72-page student guide of additional 18,000 words
 - Coordinated with and regularly reported back to client and managers
- Creating guides and documenting company procedures, workflows, and pipelines
- Periodically updating course offerings, certifications, prices, clients, trainers and talent in databases
 - Coordinating with dozens of vendors and hundreds of trainers
- Creating visuals for social media posts

Commercial Employee Intern

Glencore International AG, Baar Switzerland

June 2019 – July 2019

I supported various departments, such as the treasury, zinc and copper, IT, front desk, archiving, and the office post service for a few days each, learning about the workflows and processes at the largest company in Switzerland by revenue.