

# SUSANNE BAUER

Daimlerstr. 125  
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born 18th September 1987, Memmingen

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susannebauer87@gmail.com  
www.nerdybirdy.de (work samples)

## EDUCATION

- 2009 - 2013  
**Stuttgart Media University (HdM)**, Stuttgart, Germany  
*Bachelor of Science in Computer Science and Media (2,1)*  
Thesis title: "Exploration of Gamification Patterns for E-Commerce" **(1,3)**  
Focus areas:
  - Game design and development, courses including:
    - Development of computer games
    - Interactive media seminar
    - Gaming lab
    - Theory of game development
  - Usability, courses including:
    - User interface design
    - Psychology of information
- August 2013  
**Serious Game Design "Summer School" (SGDSS)**, Tampere, Finland  
*Game Designer, Project Manager, Student (2 weeks)*  
Worked on an educational rhythm-based, mobile game to teach CPR, together with four other students. Attended classes, such as:
  - Game-based learning theories
  - Player interaction design
  - Cultural specificities and gender appropriate design

## INTERNSHIPS & SCHOLARSHIPS

- since October 2013  
**Demola**, Tampere, Finland  
*Exchange student as part of a "Leonardo da Vinci"-scholarship (6,5 months)*  
As part of the program I worked on two educational games, mostly as game designer and project manager but also as graphic designer
- 2011  
**redhotmagma**, Stuttgart, Germany  
*Practical semester as part of my studies (6 months)*  
Responsibilities: Creating and editing assets for a serious game and a social gamification app, game testing, development of wireframes and mock-ups
- 2008 - 2009  
**Zinemia**, Munich, Germany  
*Internship as web designer (5 months)*
- 2006  
**Bezirkskrankenhaus Kaufbeuren**, Kaufbeuren, Germany  
*Internship in art therapy (2 weeks)*

## WORK EXPERIENCE

- 03 / 2011 - 09 / 2013      **redhotmagma**, Stuttgart  
*Student employee for web- and user interface design*  
Responsibilities: User interface design and interaction concepts, VFX, creation and retouche of media assets and infographics
- 03 / 2011 - 09 / 2013      **University of Stuttgart - ISWA**, Stuttgart  
*Student employee*  
Responsibilities: Redesign of homepage, design of academic posters

## PROJECTS

- **Rehabilitation Made Fun (serious game):** *currently active (Demola)*. Development of a gesture based game to support stroke patient therapy. Tasks: Game design, project management, graphic design
- **On the Road (educational game):** Developed at Demola for Mobilia, the Finnish automobile museum, with the goal to attract more visitors and teach users about traffic and car history. Tasks: Game design, project management, graphic design
- **Beat Hard (educational game):** Mobile game teaching CPR-techniques, designed at Serious Game Design Summer School. Tasks: Game design, project management
- **Ambrosia Project (PC game):** University project. Tasks: Game design
- **neo93 (PC game & animation):** University project. Tasks: Game design, 3D design

## SKILLS

### Design

- Game design, serious game design and gamification<sup>1</sup>
- User interface design
- Print media design

### Software and web development

- Adobe Photoshop, Illustrator and After Effects CS5
- 3ds Max, Blender
- HTML, CSS, Java, C and Javascript basics

## LANGUAGES

- German (native language)
- English (fluent)<sup>2</sup>
- French (basic)

## INTERESTS AND HOBBIES

- Member of "shack" - charitable organisation | technology club | makerspace in Stuttgart
- Video games and game design
- Photography and reading



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1) Successfully completed a 6 week long gamification course on coursera.org with 96,7%, Thesis on the topic

2) Two language-courses at university at C1+ level (1.0), university placement test results: C2 speaking, C1 understanding