

HELLO!

I worked on German localisations for award-winning video games such as Final Fantasy XIV, Total War: Shogun 2 and Sonic Generations.

I speak and write German and English natively. While I specialise in stories and dialogue, I also wrote screenplays in the past and have been involved deeper in video game development, so I understand the systems behind it very well. I am experienced in subtitling.

SKILLS

- English (Native), German (Native)
- Creative Writing, Directing
- Documenting, Reporting, Presenting
- Project Management & Organisation
- Video Editing, 3D (Blender), Unreal Engine, Unity
- Quality Assurance, Level Design
- Acting (Vincent Gwyn: [IMDb](#) / [Spotlight](#))

PREVIOUS WORK

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| Square Enix Europe
2013 – 2018 | <ul style="list-style-type: none">• Edited and Mastered the German localisation on Final Fantasy XIV (dialogue, menus, gameplay) to the highest, strictest PlayStation® standards.• Playtest feedback to the 'World of Final Fantasy', 'Lara Croft: Relic Run', 'Kingdom Hearts 2.8' teams and more.• Presented Final Fantasy and Kingdom Hearts games directly to fans and media on showfloors at events (EGX, Troxy, and more.) |
| Junction Shark
2013 – 2020 | <ul style="list-style-type: none">• Directed the company, pre-produced four titles, and pitched to Nintendo America remotely, and to PlayStation in Soho, where I obtained development licences for our team after we received raving feedback. |
| SEGA
2010 – 2013 | <ul style="list-style-type: none">• German Video Game QA. I post-edited and proofread titles such as 'Sonic Generations', 'Aliens: Colonial Marines', 'Football Manager' and 'Total War: Shogun 2'. |