

# Markus Nocon

Interaction Design & Development



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## Special Experience

### Game Design

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- Tutorialisation and communication through interactions
- Conducting and evaluating playtests
- Conceptualisation and implementation of prototypes and game mechanics

### Programming

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- Development experience with numerous programming languages
- Practical experience with several video game engines
- Good understanding of programming patterns in various paradigms

### Organisation & Communication

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- Effective use of versioning and project organisation tools
- Experience with interdisciplinary teams of varying sizes

## Education

2019	Acquisition of degree: Bachelor of Science: Computer Science
2016 – 2019	Studied Computer Science at Johannes Gutenberg Universität Mainz
2014 – 2016	Studied Computer Science at Technische Universität Darmstadt

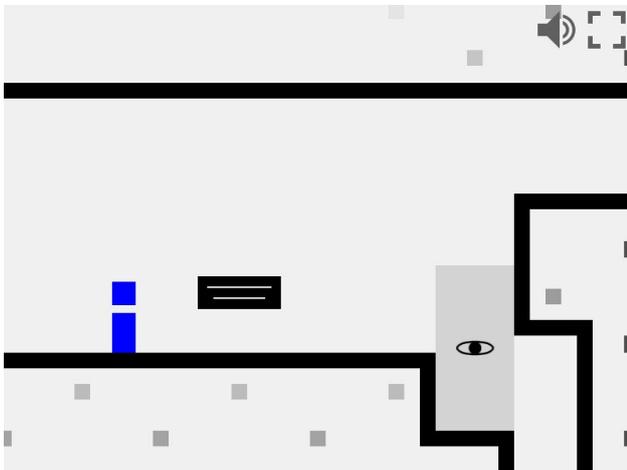
## Projects

### Goldsmith (April 2020)

*role: solo developer*

Point and click time management game created for Ludum Dare #46.

This was a three-day solo project and the number of assets needed posed a special challenge here. The soundtrack was one of my first works using realistic sound fonts. This game performed fairly well with over 60,000 clicks on game site Kongregate in spite of its limited production time.



### The Illusory Wall (2016/2017)

*role: solo developer*

Minimalist puzzle platformer about perspective.

Inspired by the game Antichamber, with this game I attempted to create a metroidvania with real player knowledge replacing unlockable character skills.

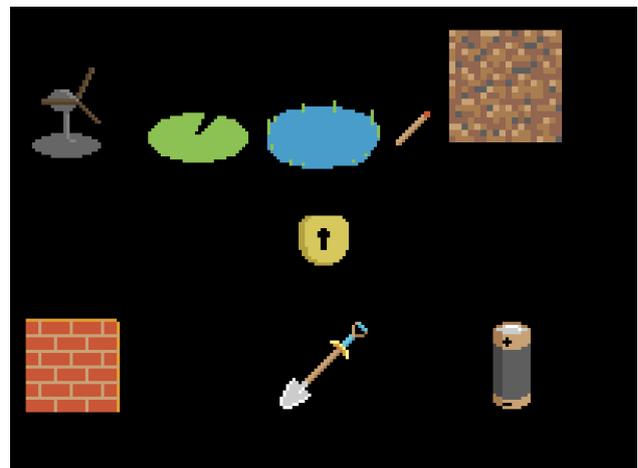
This game performed well on browser game site Kongregate where it was played more than 150,000 times since its release.

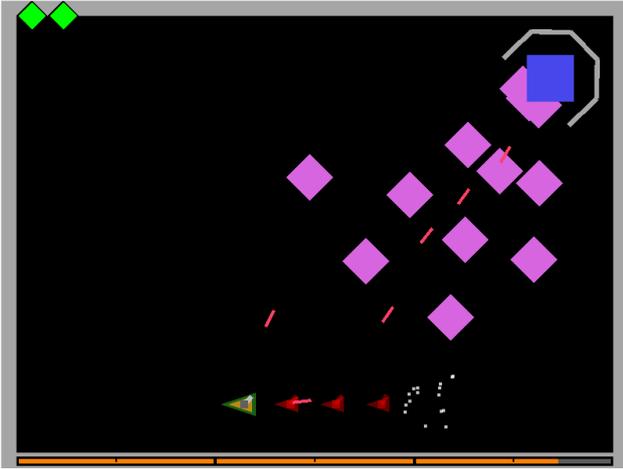
### Locked (October 2019)

*role: solo developer*

Point and click puzzle game created for Ludum Dare #45.

My first three-day solo production, this game taught me to manage my schedule when working with a tight deadline. It was satisfying to see for the first time how much I could create in a single weekend and both the overall concept and the experimental sound design got positive feedback.



**Impulse (2019)**

*role: solo developer*

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Abstract boss shooter around a multipurpose dash mechanic. A game created to study both the combination of a proactive and reactive function on a player action and the effect of visual feedback on the player experience. With many different timed sequences for every boss, this game's combat was a challenge to parameterize and balance.

**Mirror Mage (April 2019)**

*role: solo developer*

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Puzzle game around manipulating mirrors to control the path of a projectile. Created to apply level design practices, designing and balancing the game for an appropriate difficulty curve and for the player to continuously learn and understand new game mechanics.



This is a small selection of games I worked on.  
The full list of game projects can be found  
on my portfolio at [nocitygames.com](http://nocitygames.com).

## Skills

### Languages

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- |           |                             |
|-----------|-----------------------------|
| • German  | Native proficiency          |
| • English | Full working proficiency    |
| • Polish  | Limited working proficiency |
| • French  | Elementary proficiency      |
| • Swedish | Elementary proficiency      |

### Software Development

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- |                 |              |
|-----------------|--------------|
| • C++           | Expert       |
| • GDScript      | Expert       |
| • Python        | Advanced     |
| • JavaScript    | Advanced     |
| • C#            | Advanced     |
| • Visual Script | Advanced     |
| • C             | Intermediate |
| • Java          | Intermediate |
| • PHP           | Intermediate |

### Game Engines

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- |                 |              |
|-----------------|--------------|
| • Godot Engine  | Expert       |
| • Unreal Engine | Advanced     |
| • Unity Engine  | Intermediate |
| • PlayCanvas    | Beginner     |

### Versioning & Organisation

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- |                       |              |
|-----------------------|--------------|
| • Git                 | Intermediate |
| • GitHub              | Intermediate |
| • GitLab              | Intermediate |
| • Slack               | Intermediate |
| • Office applications | Intermediate |
| • Trello              | Beginner     |

## Motivation

Games have always fascinated me, especially the ones I remember from my childhood. I was obsessed with how I, too, could create entire worlds and tell stories that players can be a part of.

I have been creating games ever since I got my hands on Powerpoint when I was a kid, trying to implement mouse mazes and little adventure games. Unsuitable a tool as it was, it sparked my interest and I was eager to learn more about how games were really made. That's why I started picking up design and coding skills early in my life.

I have since gathered experience designing games and implementing them using various game engines, which has led me to explore ways of creating art assets, sound effects and soundtracks for my own games, always managing my own schedule in both solo and team settings and challenging myself by working with tight deadlines.

This fascination for games has always accompanied me and motivated me to keep moving forward; exploring design principles, creative processes and technologies. I want to share this sentiment with others and show the world that games can be so much more.