CLARA LUETY

GAME DESIGN PROJECT MANAGER AND OFFICE ADMINISTRATOR





b. 12 Nov 1998

CONTACTS

+49 1525 3222754



clara.luety@gmail.com



Liebenberger Damm 51a 16559, Liebenwalde Germany

LANGUAGES

German - Native proficiency

English - C1 (Fluent use)

Swedish - Al (Beginner)

SOCIAL MEDIA



https://www.linkedin.com/in/cl ara-luety/



https://www.clara-luetyweb.com

EDUCATION

Sep 2021 - Jun 2024

Uppsala University, Gotland

Student

Bachelor's degree, Game Design and Project Management

Mar 2024 - Jun 2024

Uppsala University, Gotland

Game Designer

Serious Board game about regenerative energy on Gotland

Sep 2021 - Jun 2024

Antonics GmbH, Germany

Working Student

Office Administration, Customer Service

Aug 2018 - Jun 2021

Three years on the job training Georg-Mendheim-Oberstufenzentrum Oranienburg / Antonics ICP GmbH

Management Assistant, Office Administration, Production Planning, Order Processing, Customer Service, **Export Coordination**

Office Clerk Certificate Grade: 2.0 (1.0 best, 6.0 worst)

SKILLS

Soft

- · Teamwork
- · Hard working
- · Open Communication
- · Time Management
- · Adaptability

l Hard

- · Office Administration
- · Progress Monitoring
- · Problem Solving
- Agile Management (Scrum/Kanban)
- · 2D Art and Animation

Software

- ·JIRA
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- · Unreal Engine 4/5
- · Unity Engine
- · Blender
- · Adobe Photoshop
- · Microsoft Office
- GitHubPlastic



Sep 2019 - Oct 2019

First & Ten AB, Malmö

Development Intern

Internship in Sweden in Cooperation with "ERASMUS+" Practical Training at Game Design Company First & Ten AB during their AR Game Project "BamBlup"

PROJECTS

Dusk of the Gods

3D Unreal Engine 5 Project Story: Last Magician saves giant Nature Gods from extinction

Status: Currently in development

Roles: Project Manager, Product Owner



Sorelia - A Sheperd's Tale

Ghibli-inspired 2.5D Unity Student Game Story: Little Sheperd Boy and his horse, bringing all the Sheep home before nightfall.

Roles: Product Owner, Artist

Attps://redmulicl.itch.io/sorelia-a-sheperds-tale