

CHRISTIAN ZYGMUNT JESCHKE

krystian.org

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ismo.itch.io



EXPERIENCE

Game Developer

[Two Pencils](#)

September – January 2022

Munich

Master Thesis Student

[Interactive Media Foundation](#)

May – January 2022

Berlin

Computer Science Teacher

[German Swiss International School](#)

September 2020 – January 2021

Hong Kong

Project Manager

[MakerBay](#)

November 2019 – January 2020

Hong Kong

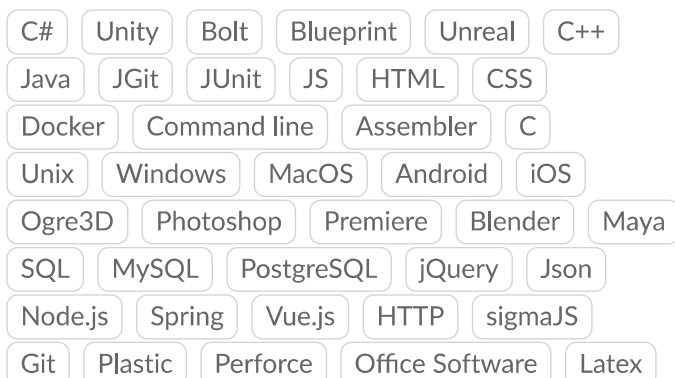
Game Master

[ZeniMax Online](#)

May – September 2014

Ireland

SKILLS



EDUCATION

Computer Science and Physics for the Teaching Profession

[Free University Berlin](#)

April 2019 – January 2022

Thesis title: Reflecting on Practice: Qualitative Analysis of a Software-based Application on Adolescents' Data Use in Social Media

Bachelor of Science

[Free University Berlin](#)

April 2015 – March 2019

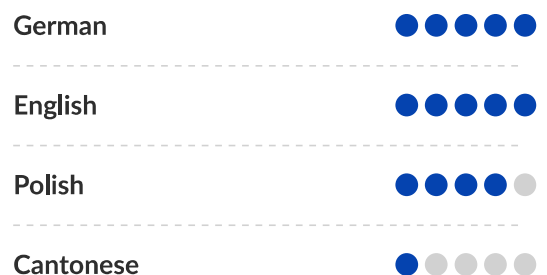
Thesis title: Implement version control system Git in distributed pairprogramming tool

Gamedesign/ Media informatics and Interactive Entertainment

[University of Applied Sciences Mittweida](#)

October 2012 – April 2015

LANGUAGE



GAMES

Nine Men's Morris (in German Mühle)

Solo independent development with JavaScript

Play the game while following the link and find the implementation details.

github.com/chrismotian/nineMensMorris

Work from Heart

Independent development in team with my focus on programming

Made with Unity and created during the Global Game Jam 2021

globalgamejam.org/2021/games/finding-your-old-dream-8

Space War

Independent development in team with my focus on programming

Coded with Unity and created during the Berlin Mini Jam 2015

github.com/isotian/spaceWar

Alphabet soup

Development for Activities as Youth Worker

A board game to teach handwriting to high-energy students. Game rules are available in German and the materials can be adapted from this photo.

pad.spline.de/beQdJ5czvA

ABC's podcast

Seminar: Multimedia in Physic's classroom

Interactive podcast where you have to make decisions in small talk about science. Ask me for access as the platform needs an university account.

tetfolio.fu-berlin.de/tet/1046834

Nuclear game

Development at MakerBay

An outdoor activity game to experience the chain reaction in an atomic power plant. Game allows (and even need) to play with the whole classroom (because the mechanism needs a lot of atoms) .

youtube.com/watch?v=n8zZnBY_Y1A

RollABall

Independent development in team where all three of us are all-rounder

Playing with expectations was the concept of this game jam

itch.io/jam/playingwithexpectations

github.com/chrismotian/playingWithExpectations

Masks

Independent game jam in the RollABall team

Created with the Tool Bitsy during the Amaze Berlin Mini Jam 2018

prullansky.itch.io/masks

