

Astrid Knappmann CV



Education:

2017 - 2019 MSc in Games - Design track
2018 - Level Designer at DADIU
2015 - 2016 Bachelor's Degree in Software Development
2012 - 2014 Degree in Computer Science
2011 Conflict Management course
2011 Guard course
2010 - 2011 Supplementing subjects (HF)
2007 - 2010 The Higher Technical Examination (HTX)

Work experience:

2020-2023 Gameplay Designer at Triband
2016 Internship as software developer for BizCore Logics (part of education)
2011 Guard for 5Security
2008 Karate assistant coach

Address: Industrivej 18
4632 Bjæverskov
Phone: 25 61 59 92
Email: 7h380x@live.dk

About me:

I'm a 31 year old trans woman who lives together with my girlfriend and my cat. I finished writing my master thesis about how games can evoke emotion uniquely compared to other mediums in 2019. Then I joined Triband as a gameplay designer on WHAT THE GOLF?, and then worked on the VR game WHAT THE BAT? and most recently did some level design on an unannounced project. For more details on what I have worked on, check my website at <https://astrinaar.com/>.

I was sadly diagnosed with Multiple Sclerosis in March 2022, which has limited my work capacity to 16 hours per week. I'm expecting the commune to approve my 16 hour flex job from March 2023. To get the best out of my work capacity, I am searching for a remote position. Unfortunately Triband did not have a part time remote position as gameplay designer, hence why I'm looking for a new place to use my skills.

I often analyze games and compare them to similar games, to find out what makes them amazing, and what holds them back. I love when games are designed in great ways, that incentivize and emphasize the fun parts of the game, which is something I focus on in my work too.

Being transgender in the danish LGBT+ community has given me a unique insight into gender and sexuality, which I believe can be of help when designing characters and worlds.