

Astrid Knappmann CV



Education:

2018 - Level Designer at DADIU
2017 - (expected finished 2019) MSc in Games - Design track
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:

2016 Internship as software developer for BizCore Logics (part of education)
2011 Guard for 5Security
2008 Karate assistant coach

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About me:

I'm 28 years old and live together with my girlfriend and my cat. I just finished writing my master thesis about how games can evoke emotion uniquely compared to other mediums. I have always been very interested in games and game development, and always have a game project on the side that I am working on. I have my finished projects/prototypes on my website <https://astrinaar.com/>, including my mod for Factorio, which is what I am the proudest of.

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. When games have design flaws, I cannot help myself but try to think of ways to fix the problems and make the user experience better. This is why I made my mod for Factorio, as it had a design flaw that I believe I have fixed now.

I am transgender, but I am done with all the consultations and whatever else that has to be done in regards to transitioning. I have lived my life fully as a woman now for roughly 4 years. Being transgender has given me a unique insight into gender, which I believe can be of help when designing characters and worlds. Play in all aspects of life is something I enjoy and love, and hope will become more prevalent in the future.