



# Nils Angermeier

Game Producer & Game Designer

## Who Am I:

In my role as a Game Producer, I strived to improve my skills in project management and creative problem-solving in every project. I have overseen the successful completion of all three school semester projects.

One of my key strengths as a producer is my ability to bridge the gap between the creative and technical aspects of game development. I have a keen understanding of game design and a hands-on experience with 3D pixel art and level design. This allows me to effectively communicate with all members of the development team and ensure that everyone is working towards the same goal.

My motivation stems from my personal experiences with video games. They have been a source of comfort and inspiration during challenging times in my life, and I am committed to creating games that can have a similar impact on players. I believe in the power of games to change lives, and I am dedicated to using my skills as a Game Producer to create immersive, engaging, and meaningful gaming experiences.

In short, I am a Game Producer who is driven by a passion for creating games that matter. I am excited to bring my unique blend of skills, experience, and personal motivation to my future projects.

## Personal Information

📍 Gudower Weg, 23879 Mölln  
📅 31/10/1993  
☎ +49 151 15908807  
✉ Nils.Angermeier@gmx.de  
🌐 <https://nils.vision>  
  
in <https://www.linkedin.com/in/nils-angermeier/>

## Skills

Agile Development

Time Management

Risk Management

Process Management

Task Management Kanban

Kanban, Scrum & Scrumban

Game Design Documentation

Game Concept Development

## Hard Skills

**Google Suite & Microsoft Office**  
e.g. Google Docs, Sheets, Slides  
e.g. Microsoft Word, Excel, PowerPoint

**Project Management Tools**  
Asana, Trello, Jira

**Miro**  
e.g. visualization

**languages**  
german & english

**Project Management**  
e.g. classic (waterfall), agile (SCRUM)

**Game Engines (Basic Skills)**  
Godot, Unity, UE5

**Graphic Design Software**  
Paint, Paint 3D, Photoshop

**Video Editing Software (Basic Skills)**  
Magix Video deluxe

**Audio Editing Software (Basic Skills)**  
Audacity, mp3DirectCut

## Education & Experience

### ● Project Assistant

S4G School for Games, Hamburg | October 2024 - December 2024

### ● Game Producer (student)

S4G School for Games, Hamburg | October 2022 - September 2024

- 4. semester side project: ROG GAME
- 3. semester project: Crowd Diver
- 2. semester project: Time's Roulette
- 1. semester project: Infested

### ● Distance learning course

Studiengemeinschaft Darmstadt, Darmstadt | Aug 2020 - Jan 2022  
Secondary School/ Mittlere Reife

### ● Kitchen Worker

Deutsche Rentenversicherung Bund, Mölln | Aug 2016 - Sep 2022

From 08/2016 to 09/2022, I worked hard as a kitchen employee to cover the full costs of my education at the School4Games and to gain valuable work experience.

### ● Trial course at the S4G School for Games

S4G School for Games, Hamburg | July 2015 (1 Week)

In 07/2015, I had the opportunity to do a trial week at the School4Games, and in that moment, I knew immediately: This is exactly what I want to do. Unfortunately, however, I lacked the financial means.

## Achievements

**School leaving certificate**  
Secondary School/ Mittlere Reife

**Personal Licences**  
Class B/ Car Driving Licence