

Curriculum Vitae

Gregor Falk



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Full Name	Gregor Normann Falk
Date of birth	6. October 1983
Nationality	Principality of Liechtenstein
Residence	Zürich
Residence Permit	C – Niederlassungsbewilligung
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Website	www.gamedesign.li www.falkgamedesign.ch
Languages	German (first language) English
Job description / Education	Game Designer (BA ZFH) Software Developer (FZ)
Skills	Unity 3D Programming in C# 3D Modeling and Animation (Cinema 4D) Virtual Reality (Oculus Rift, Go, HTC Vive) and Leap Motion Adobe Photoshop, Illustrator and Premiere Pro Audio Production (Reaper, Audacity) and Video Editing

Education

2007 – 2010	Bachelor of Arts ZFH in Product and Industrial Design with a specialization in Game Design University of Arts Zürich (ZHdK)
2005 – 2006	Higher School Certificate With a specialization in Art and Design Berufsmittelschule Vaduz, Liechtenstein
1999 – 2003	<i>Apprenticeship Software Developer</i> Attended the Technischen Berufsschule Zürich (TBZ) professional school in Zürich <i>Ancoma AG, Schaan, Liechtenstein</i>
Secondary School	Formatio Private High School, Triesen, Liechtenstein St. Elisabeth High School, Schaan, Liechtenstein

Work Experiences

2017 – now	Self-Employed, Freelancer Unity, Game Design & Development, VR, 3D Modeling & Animation Falk Game Design, Zürich
02/2012 – 02/2016	Game Designer & Developer Unity, Game Design & Development, AR, VR, 3D Modeling & Animation dreipol GmbH, Zürich
01/2004 – 12/2006	Software Developer for ERP-Systeme <i>SCB Software & Computerberatung AG, Buchs SG (IT consulting)</i>
09/2003 – 12/2003	Internship Software Developer <i>aha Jugendberatung, Schaan, Liechtenstein (youth counseling)</i>

Additional Work Experiences

2017 – 2018	Teacher for holiday workshops Game development with Unity 3D School of Arts Liechtenstein
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Works and Projects

This is a selection of my previous work. More information, pictures and videos on these and other projects can be found on my website: www.gamedesign.li

Falk Game Design

[Vitra VR Roadshow](#)

Realization and Programming

HTC Vive

By order of [Ateo GmbH](#) for [Vitra International AG](#)

[SBB VR Experience](#)

Realization, Programming and 3D Modeling

Google Cardboard, Samsung GearVR

By order of [Ateo GmbH](#) for [Swiss Federal Railways](#)

[BFS VR Experience](#)

Realization, Programming and 3D Modeling

Oculus Go

By order of [Ateo GmbH](#) for the [Federal Statistical Office](#)

[IKEA VR Experience](#)

Realization and Programming

Oculus Rift

By order of [Bandara VR GmbH](#) for [IKEA](#)

dreipol GmbH

[EcoDriver](#)

Racing game for iOS und Android

Realization, Programming and 3D Modeling

For [Quality Alliance Eco-Drive](#)

www.play-ecodriver.ch

[Shoggoth Rising](#)

Arcade action game for iOS, Android und Windows Mobile

Realization, Programming and 3D Modeling

www.shoggoth-rising.com

[Appenzeller Talerschwingen](#)

Music / rhythm game for iOS und Android

Realization, Programming and 3D Modeling

For [SO Appenzeller Käse GmbH](#)

University of Arts Zürich (ZHdK)

[Crowned \(Diploma Project\)](#)

Realtime tactics game, prototype

Unity Awards 2010:

Winner «Rising Star» and Runner-up for «Best Gameplay»

Hobbies and other activities

Bandleader and Musician

E-Guitar and Bass-Guitar
Music Composition and Audio Production in my «home studio»
and in my rehearsal room in Zürich

Game Development

Self-produced games and prototypes
Current project: [SEED](#) (Old-School FPS)