

Gregor Sönnichsen

Unreal C++ Programmer, Storyteller and Small-Project Tech Lead with strong roots in computer science and humanities.

Date of Birth: 14.04.1998 | Address: Frankenstr. 3, 95448 Bayreuth

Contact:

Mail: gregor.soennichsen@outlook.com

JOB EXPERIENCE

NightinGames, Bayreuth — *Junior Tech Lead*

October 2023 -

Improving the tech department by introducing workflows, documentations, mentoring interns and recruiting. Tech team management and DevOps for "The Sound of Lightning".

NightinGames, Bayreuth — *Junior Programmer*

April 2023 -

For our cooperation with Aesir Interactive on "Horse Tales" and the next "Windstorm" title.

- prototyping, designing, implementing minor to major systems
- migrating and refactoring code
- fixing bugs for a launched game in Unreal Engine 4
- close cooperation with the game design department

Coupon Future, Regensburg — *Writer / Office Management*

May 2022 - October 2022

Research and writing of articles in the field of sustainability, supporting the editorial staff.

Sleeprunner Studios, Bayreuth — *Intern Narrative Designer*

August 2021 - October 2021

Designing the overall narrative, writing dialogues. Updating narrative documentation, bringing in new formats. Working on integrating a 3rd party story engine in Unreal Engine.

University of Bayreuth, Bayreuth — *Student Assistant*

October 2017 - April 2020

Correcting student exercises and exams in the fields computer architecture and networks as well as theoretical computer science.

SKILLS

Unreal Engine 4/5

Programming (C++, Rust)

Team Spirit

Story Design

Free, adaptive thinking

AWARDS

1st Place at ChampionJam

2022 for LAST FROG

STANDING

GamesPrize22 (19-26 years

| Finished Game) for

OCULARIS

LANGUAGES

German (native)

English (fluent)

MAJOR PROJECTS

“Next Windstorm Title” — Junior Programmer

April 2023 - December 2025 | Job Project | Engine Undisclosed

Working on a – as of this writing – largely undisclosed horse game based on the “Windstorm” IP.

Horse Tales: Emerald Valley Ranch — Junior Programmer

April 2023 - January 2023 | Job Project | Unreal Engine 4

3rd person 3D systems-driven horse game. Adding new features as well as fixing bugs for the 2023-24 DLCs and free patches in a small-sized team.

A Raccoon’s Tale — Tech & Narrative Lead

November 2021 - March 2023 | Study Project | Unreal Engine 4/5

3rd person 3D mystery-adventure featuring a raccoon and animal politics. Developed by a team of 8.

Ocularis — Content Lead & Story Tech Programmer

May 2021 - May 2022 | Free-Time Project | Unreal Engine 4

Ocularis, a 3rd person 3D action-adventure in a medieval setting, was developed by a team of 9, which I co-led. It has won the GamesPreis22.

The Witcher 3 Mod: Demon’s Souls — Quest & Cinematic Design

April 2022 - present | Free-Time Project | REDengine 3

A quest mod extending a story from the first expansion. I give overall direction and perform the implementation, a colleague supports me on the conceptual side.

EDUCATION

University of Bayreuth, Bayreuth — M.A. Computer Game Sciences, 1.5

October 2020 - September 2023

A programme combining media theory, game design practice and computer science. Surrounding it a lot of games/game dev culture is happening.

University of Bayreuth, Bayreuth — B.Sc. Computer Science, 2.2

October 2016 - September 2020

A programme which taught me the foundations of information processing and trained me in analytical thinking and technical problem solving.