

Stephan Wirth

EXPERIENCE LEAD | STUDIO LEAD | CO-FOUNDER

EXPERIENCE

GENTLYMAD STUDIOS UG

2017 - 2025, WIESBADEN

- Experience Lead: Responsible for UI and UX development of games from concept to implementation and online presentation.
- Studio Management: Involved in project management, outsourcing, quality assurance, customer and community relations.
- Managed a team of up to 20 people.
- As a T-shaped allrounder, I bridge departments, organize workflows, and directly contribute where needed.
- Oversaw agile design processes, removed blockers, collaborated with 3 studio leads to meet deadlines and maintain product quality.
- Regular public representation of the games (e.g., as a guest with streamers/influencers).
- Participated in four successful game releases, leading through conception to post-launch support.
- Notable Title: **Endzone – A World Apart** (sold over 1 million copies). Sequel **Endzone 2** recently released.

FOUNDING OF GENTLYMAD STUDIOS UG

2017, WIESBADEN

- Took over the project **Pizza Connection 3** from a contract to internal development.
- Led UI design and 3D character development/animation.
- Contributed to game design and gameplay logic.

CONTRACT WORK

2014 - 2017, TRIER

- Web 3D visualizations for GetOnMyLVL shop.
- Educational games (z. B. „**Geschichte des Südwestens**“) for SWR.

FOUNDING OF GENTLYMAD UG

2014, TRIER

- Co-founded Gentlymad UG with 3 fellow students to develop **In Between** (2015, PC/consoles/mobile).
- Award-winning game (e.g., German Computer Game Award, Red Dot Award).
- Co-managing director responsible for legal and business matters.
- Helped build the company's **web presence**.

INTERNSHIP AT SAP

2013, WALLDORF

- Participated in a team focused on innovative digital ecosystems.
- Contributed experimental visualizations from a game development background.
- Gained exposure to new design trends (HTML5/CSS3 at the time).



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EDUCATION

INTERMEDIA DESIGN (B.A. & M.A.)

2009 - 2016, TRIER

- Interdisciplinary degree focused on media design and creative digital solutions.
- Emphasis on games and project organization.
- Mobile and cross-media game projects as final thesis

LEADERSHIP IN THE CREATIVE INDUSTRIES (M.A., ABGEBROCHEN)

2012 - 2013, DARMSTADT

- Focus on design concepts, methodologies (e.g., Design Thinking, User Stories, User Journeys).
- Gained skills in testing, project management, and quality assurance.
- Left program to found a company and returned to Trier.

SKILLS

UX- & UI-DESIGN

User Stories & Journeys, Illustration, UI Graphics, Presentation Strategies, User Flows, Mockups, Wireframes, Animation, Style Guides, Corporate Design, Storyboards, 3D Workflows

IMPLEMENTATION & TOOLS

C#, JavaScript, HTML, CSS, Unity3D, October CMS, WordPress, GIT, SVN, Azure, Asana, Google Docs, Excel, Coda, Discord, 3ds Max, ChatGPT, Photoshop, Illustrator, InDesign, Adobe XD, After Effects, Premiere, Backtrace, Miro

COLLABORATION

Team Leadership, Presentations, Meeting Facilitation, Structured & Goal-Oriented Thinking, Servant Leadership, Pitches, Agile Development, Project Management

TEACHING

Experience Design

Hochschule Fresenius | 2019 - 2020, Wiesbaden

Principles of Animation and Storytelling

Hochschule Trier | 2016, Trier

LANGUAGES & HOBBIES

German	Native
English	Fluent
French	Basic school knowledge

- 🎮 Passion for games and digital media design trends
- 💃 Competitive ballroom dancing at an international level