# 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: <u>Endzone A World Apart</u> (sold over 1 million copies). Sequel <u>Endzone 2</u> recently released.

### FOUNDING OF GENTLYMAD STUDIOS UG

2017, WIESBADEN

- Took over the project <u>Pizza Connection 3</u> 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.

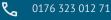
# **INTERNSHIP AT SAP**

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).









in linkedin.com/in/stephan-wirth

stephanwirth.de

#### **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