MICHAEL
SCHUERMANN

VISUAL DESIGNER

WORK AND EDUCATION EXPERIENCE

2021 - Present

Game Business Developer
at dreipol (dreiplay)

📍 Zurich

Developing a new subbrand "dreiplay" inside the app/web dev company dreipol. We are focusing on games for entertainment, engagement and education for companies in Switzerland.

2021 - Present

UX Architect
at Suva Lucerne

📍 Lucerne

Working as a UX Architect for the Innovation and digital Product department at Suva. Focusing on wireframes, user journeys and developing new digital services directly for our customers.

2020-2021

CREATIVE DIRECTOR
at Fruss AG

📍 Zurich

Leading a small team of game designers, technical & 3D artists. Mainly overview and plan the project, delivering 3D prototypes of full levels and providing the creative vision of our project. More: www.fruss.com

2019 - 2020

DESIGN & IDEATION PARTNER
at Ubisoft Paris

📍 Paris

Researching new ways to improve game development and working as a scientist in game design. Project I worked for is confidential until 2022.

2016 - 2019

PROJECT MANAGER
at Simon Keller AG

📍 Burgdorf

Founded two internal start-ups and defined products and processes. Leadership function besides studying.

2016 - 2019

DIGITAL IDEATION BACHELOR
at Lucerne University of Applied Sciences and Arts

📍 Lucerne

Learned everything about Game Design, Web design and User Experience. Bachelor in Visual Communication focusing in Digital Ideation.

May - August 2018

PROJECT MANAGER INTERNSHIP
at Ubisoft Paris

📍 Paris

Was a part of the editorial creative service team and worked as project manager to improve the workflow process of the creative partners

WHY ME?

Within a successful bachelor degree and many years of a diverse work experience I'm the perfect team player and could be needed in a various field of game design, user experiences or design thinking.

www.michaelschuermann.ch

SKILLS

Adobe Photoshop	● ● ● ● ○
Adobe Indesign	● ● ● ○ ○
Adobe Premiere	● ● ● ○ ○
Affinity Designer	● ● ● ● ○
Unity	● ● ● ○ ○
Unreal Engine	● ● ○ ○ ○
Cinema 4D	● ● ● ● ○
HTML/CSS	● ● ● ○ ○
Processing	● ● ● ○ ○
Adobe Audition	● ● ● ○ ○
FL Studio	● ● ● ● ●
Ableton	● ● ● ○ ○
NI Machine	● ● ● ● ○
Axure	● ● ● ○ ○
Physical Prototyping	● ● ● ● ○
Figma	● ● ● ● ○
Sketch	● ● ● ○ ○
Invision	● ● ● ● ○

LANGUAGES

German	● ● ● ● ●
English	● ● ● ● ○
French	● ● ○ ○ ○

LINKS

Soundcloud - Mike Pattern Music   Soundcloud - Son Ami Music

CONTACT

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