

Personal Information

Name Michael Hoen
Date of Birth 8th July 1989
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Career Path

2020 - 2023 Lead Game Artist at DigiTales Interactive
2015 - 2019 Graphic Designer, Video Editor, Webmaster at Jink Media GmbH (Student employee)
2015 - 2019 Master of Arts in Intermedia Design at the University of Applied Science Trier (Grade: 1,0)
2013 - 2015 Art Director, Video Editor, Webmaster at Jink Media GmbH
2012 - 2016 Translator in the Community Translation Programm of Awesomenauts and Swords and Soldiers 2 at Ronimo Games
2010 - 2013 Bachelor of Arts in Intermedia Design at the University of Applied Science Trier (Grade: 1,3)
2009 - 2010 Computer science studies in Digital Media and Games at the University of Applied Science Trier (Cancelled)
2009 Higher Education Entrance Qualification „Abitur“ (Grade:3,4)
2000 - 2009 Secondary School Albert-Schweitzer-Gymnasium Dillingen-Saar

Other Notes

2023 Between Horizons
Video game and second release of DigiTales Interactive
2021 Lacuna- A Scifi Noir Adventure
Video game and debut of DigiTales Interactive
2019 eidolon.
VR-Installment for the exhibition „10 years Intermedia Design“ at the University of Applied Science
2017 BlitzLuther & LutHero
Video games as part of the interactive exhibition „apropos Luther“ at the Basilika Trier
2017 Polluted Blue
Installation for the exhibition „Illuminale Trier 2017“ at the city hall of Trier

Relevant Skills

Adobe Creative Suite	Very good knowledge
Aseprite	Very good knowledge
Blender	Good knowledge
Cinema 4D	Good knowledge
HTML / CSS	Very good knowledge
JavaScript	Basic knowledge
PHP	Basic knowledge
Unity	Good knowledge
Unreal Engine	Basic knowledge

Languages

German	First language
English	Fluent
Spanish	Basic
French	Basic