

RAFAEL EMRE NACHTWEIN

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Kreuznacher Str 33
60486 Frankfurt am
Main

EXPERIENCE

Experience Designer & Art Director, Geometry, Frankfurt am Main — 2016-ongoing

Started as Art Trainee with a focus on campaigning, activations and motion design for Emirates, Maserati, Blackrock, Werner & Mertz, MEWA and many more. After becoming an Art Director in October 2018 I redefined my role one year later to focus stronger on digital product and experience design.

Freelancing Game and Communication Designer, everywhere — 2015-infinite

Some UX-consulting, sometimes some graphic and web design stuff, supported the first global YouTube-View Donation campaign... basically I'm helping out friends with everything I got.

Lecturer for Motion Design, Macromedia University for Applied Sciences, Stuttgart — 2006–2008

I eventually want to go back to teaching a little bit one day again,

Game Designer & PM at ExitVentures GmbH, Stuttgart — June 2015-September 2015

Designed and build the SILO, an escape room.

Junior Game Design Consultant at AmbiGate GmbH, Tübingen — May 2014-September 2014

Wrote the first Game Design Document Draft for a physiotherapy game.

Marketing Intern at Babtec Informationssysteme GmbH Wuppertal — Repeated visits in 2013 (4 Months)

Airman 1st Class at German Air Force

Goslar, Cologne, Termez — January 2009-November 2010

Chairman of the Youth Council in Remscheid

Remscheid — April 2004-March 2006

EDUCATION

Macromedia University for Applied Sciences, Stuttgart — 2011-2015

Bachelor of Arts in Media- and Kommunikation Design, Game Design.

Semester abroad in Bangkok at the Chulalongkorn University

Bergische Universität Wuppertal, Wuppertal — 2010-2011

Mechanical Engineering