MARTIN NERURKAR

GAME INTERACTION ARCHITECT

// CONTACT

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// KEY SKILLS

Critical creative

Committed to the potential of games to improve lives through clever design and by fostering critical system literacy.

Developed games about mindfulness, post-colonial worlds, intimacy and my personal experience with casual racism.

Interdisciplinary profile

Focused on the discipline of game design supplemented with professional experience as programmer, UI designer and 3D artist.

Successfully released game projects as the sole game developer on a wide variety of platforms and in many different genres.

// EDUCATION

Universität Stuttgart // Architecture

October 2001 — April 2007

Diploma thesis on digital spaces with the final grade "Sehr Gut" (A). Participated in a student exchange program to Calpoly, San Luis Obispo, USA for one academic year.

// COMMUNITY WORK

Indie Arena

2012 — Present

Founded a network for independent game-developers of German-speaking countries with over 500 members.

Global Game Jam

2016 — 2019

Supported the jam as the regional organizer for all German-speaking countries, helping over 30 jam sites.

Talk and Play, Karlsruhe

2015 — 2019

Established and co-organized a bi-monthly game developer meeting with lectures. The event series ran for a total of 24 evenings with up to 30 participants.

// WORK EXPERIENCE

Sharkbomb Studios // Founder, creative director

November 2011 — Present

A small independent game development studio that develops physical and digital games and provides a variety of game development services. Secured public funding and successfully released and contributed to titles that went on to gather multiple prize nominations.

- ▶ www.sharkbombs.com
- ▶ Nowhere Prophet: Nominated for 6 awards
- ▶ Cultist Simulator: Nominated for 2 awards

Various // Freelance lecturer

2004 — 2015

Taught 3D art, game design and level design at public and private institutions. Always with the express goal of meeting the students at their individual knowledge level. Working with to grant them the skills that move them towards their own goals.

Gameforge Productions GmbH // Lead of Game Design (Web Games)

September 2009 — August 2011

As Lead of Game Design I was responsible for 15 game designers working on 10 different games. I established processes to improve knowledge transfer across the different teams. This allowed the designers to identify effective features more easily.

Keen Games // Level designer

March 2008 — May 2009

Helped plan a complete single-player campaign and implemented it both in the level editor and via scripting. The game went on to receive excellent reviews after release.

digital:architektur Martin Nerurkar // Architecture visualization

June 2006 — March 2008

Self employed freelancer for architectural visualization and other digital design services
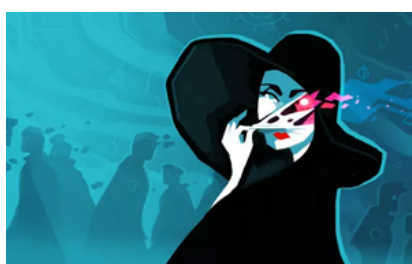
// KEY PROJECTS

Crownbreakers // Game design, programming
May 2023 - Now
Enter a world where the mundanity of our modern world meets the wonder of cosmic magic. Unfortunately capitalism is also there. So grab your friends, crash into the tyrant's district and fight against criminal syndicates and demonic billionaires in this this roguelike deck-builder.

▶   www.crownbreakersgame.com

Nowhere Prophet // Game design, programming, interface design, narrative design
November 2014 – August 2020
This ambitious solo-project is a rogue-like digital card game where you lead a trek of refugees. Your followers are cards in your deck and can be wounded or lost. The game lives in the tension between the usefulness and fragility of these virtual beings. An independent solo-development.

▶   www.nowhereprophet.com

Cultist Simulator // UI design, UI programming
October 2016 - February 2018
A narrative-driven game where your goal is to unravel the mysteries of strange godlike beings and unnatural places. In this client project I designed and implemented the unique card-based interface that is used to interact with the different narrative components to progress the story.

▶   https://weatherfactory.biz/cultist-simulator

Wheelhouse // Game design, programming
October 2016 – May 2017
A VR experience that aims at increasing intuitive empathy through personal, lived experience. The player has to navigate through a virtual space with a physical wheelchair. To escape the space the player needs to solve puzzles where the physical limitations of wheelchair use present a real, embodied obstacle.

Different // Game design, programming, artwork
July 2014
A small project dealing with my personal experiences of casual racism. A look at how repeated questions about someone's origin can eventually make them feel out of place. The game starts out colorful and turns increasingly black and white until only the differences remain visible.

// CLIENT PROJECTS

Minute of Islands // UI design and dev.
04/2019 — 04/2020

Star Dynasties // UI design
09/2019 - 01/2020

The Exiled // UI design
01/2016 — 05/2016

Audiosurf 2 // UI design, shader scripting
01/2015 — 03/2015

// ADDITIONAL PROJECTS

Ex Umbra // Game design, layout
05/2020 - 09/2020

Ex Novo // Game design, layout
04/2020 — 05/2020

Blanket Space // Co-design, layout
06/2017

Touch of Death // Game design, scripting
06/2013 — 08/2013

Hipster Zombies // Game design, artwork
12/2012 — 05/2013

KingsAge // Feature design
11/2009 — 03/2010

G-Force // Level design, scripting
03/2009 — 05/2009

Anno: Dawn of Discovery // Level design
03/2008 — 03/2009

// HARD SKILLS

/ TECHNICAL

Unity 3D engine
● ● ● ● ● expert

Id Tech engine
● ● ● ○ ○ proficient

Unreal engine
● ○ ○ ○ ○ basic

Godot engine
● ○ ○ ○ ○ basic

Construct 2D engine
● ○ ○ ○ ○ basic

/ VISUAL

Adobe Photoshop
● ● ● ● ○ advanced

Adobe Illustrator
● ● ● ● ○ advanced

Adobe AfterEffects
● ● ● ○ ○ intermediate

Blender
● ● ● ● ○ proficient

Autodesk 3ds Max
● ● ● ○ ○ proficient

Adobe Premiere
● ● ○ ○ ○ basic

/ TEXT

Spreadsheets (MS Excel, G Sheets...)
● ● ● ● ○ advanced

Word Processor (MS Word, G Docs...)
● ● ● ● ○ advanced

Presentation (A Keynote, G Slides...)
● ● ● ○ ○ intermediate

Adobe InDesign
● ● ● ○ ○ proficient

/ LANGUAGES

German
● ● ● ● ● native

English
● ● ● ● ● expert

Spanish
● ● ○ ○ ○ limited

French
● ○ ○ ○ ○ basic

Italian
● ○ ○ ○ ○ basic

// TEACHING EXPERIENCE

SAE Stuttgart // GA/GPD 913
April 2014 — October 2015
A practical introduction to level design through hand-drawn environments for a board game.

Games Academy Frankfurt // Game Design 110
May 2012 — June 2012
Teaching through games, where playing itself teaches a specific game design skill.

IFS Köln // Guest Lecturer
April 2011 — February 2012
Part-time teaching Game and Level Design.

Games Academy Frankfurt // Level Design 200
October 2008 — June 2010
Teaching level design focused on enabling and enhancing core gameplay.

University Stuttgart // Casino IT
2004 — 2005
3D modelling classes for architecture students using 3ds Max

// PUBLICATIONS AND SPEAKER HISTORY

No Booth, No Problem // GDC, conference talk
March 2018
A guerrilla approach for small teams to presenting their games at a conference without a booth

Archetypical Spaces // A MAZE Berlin, conference talk
March 2013
Presenting a theory of archetypal spaces that are used in media

The Indie Brain on F2P // A MAZE Berlin, conference talk
March 2012
A primer on how independent and small teams can benefit from the F2P business model

Big Bucks for Bits and Bytes // GDC Europe, conference talk
August 2011
Looking at the different methods that can be used to monetize F2P games

Qualities of Virtual Goods // BG2010, conference talk
November 2010
A model of the different attributes and elements of virtual goods beyond raw gameplay power

No More Wrong Turns // Gamasutra, article
August 2009
An explanation of the different methods designers can use to help players navigate virtual space

digital game space // Universität Stuttgart, diploma thesis
April 2007
An experimental classification system for the wildly different types of digital game spaces