

Heiko Ihde

Prototyper, Trainer, Author, Game Creator

Tannenweg 3
D-15370 Fredersdorf
Germany

heiko.ihde@gmail.com
www.heiko-ih.de



For **more than 20 years** I have been working in the **video game industry**. Today I'm working as **Lecturer** at the **Mediadesign University of Applied Sciences** helping upcoming artists, game designers and game programmers to get started with their career. After creating the first ever Virtual Reality Escape Room game **VR: Vacate the Room** I founded a company. The second part was funded by Medienboard Berlin Brandenburg.

Experience	Mediadesign University of Applied Sciences Lecturer: Programming, Game Design, ...	2021 - Today
	Amazon Web Services 3d/VR/AR Prototyping Architect	2018 - Today
	hOSHI UG (haftungsbeschränkt) Founder & Allrounder: VR: Vacate the Room, VRemin, ...	2017 - Today
	Games Academy Lecturer: Photoshop, Programming, Game Design, 3d, ...	2013 - 2018
	video2brain Video Trainer: Blender, Filter Forge, ...	2012 - 2016
	Pearson Book author: Blender	2011 - 2014
	Frogster / Gameforge Senior Manager Media-Production: Tera, Aion, ...	2009 - 2013
	Q-Fish 3D- / Level- / Character-Designer: Moorhuhn Kart	2001 - 2002
	Davilex Graphical Artist: Autobahn Raser, Europa Raser, ...	2000 - 2001
Education	Beuth Hochschule für Technik Berlin Dipl. Informatiker (FH)	2004 - 2009
	Fachoberschule Gestaltung Fachhochschulreife	2003 - 2004
Skills	Programming Languages Java, C#, HTML, CSS, SCSS, Javascript, PHP, Python, Lua	
	Tools Photoshop, Blender, Unity, Flash, ...	
	Experienced in ... Teaching, training, coaching, writing books, creating content	
	Languages German (Native), English (Advanced)	

... more details: cv.heiko-ih.de