

simon@firepunchd.com



Simon Cubasch

SPECIALTIES

Prototyping ,VR interaction, Game-Design, Game-feel

SKILLS

Unity/C#, VR, AR, iOS/Android submission and publishing chain, Photoshop, Adobe Premiere, After Effects.

EXPERIENCE

Firepunchd Games UG, Berlin – Founder and CEO

February 2018 - Present

- Development of self-published room-scale VR Game “Tentacular” as game/interaction designer & gameplay programmer.
Funding: Medienboard innovative audio-visual technologies segment.

2015 - January 2018

- Solo development of **Chicken Jump** for Android and iOS.
 - Released August 2017 for iOS, Android, Apple TV and Android TV.
- 500k+ installs in first two months, 4.4 Star rating.
- Multiple Worldwide Apple features. Game of the day in major markets incl US
- Presenting Chicken Jump at exhibitions using self-made DIY controllers at
 - A Maze, Berlin
 - Kotaku Game Night, London
 - Cardboard Arcade, Exeter/Cornwall
 - Abu Dhabi Festival
 - National Videogame Arcade Museum, Nottingham,
 - Super Friendship Arcade, Cape Town
- Member of Saftladen Berlin Indie Game Collective
- Chicken Jump on British National TV (*Dave’s Go 8 Bit*)
- Regular participation in monthly game jams, created 15+ playable prototypes.
- Member of BTK Berlin game development workshop
- Organizer of bi-monthly public Berlin Unity User Group
- Participant in VRBASE and Google 48hr VR Jam workshop

Edelman Digital Germany, Berlin – Creative Director

2010 - 2015

Gosub communications acquired by Edelman to increase the digital competence of the US-based PR agency in Germany. Company sized around 20 people at that time. Role remains similar - merged list of responsibilities below.

Gosub Communications GmbH, Berlin – *Co-founder, Creative Director*

1998 – 2010

- Concept development and prototyping
- Programming 3D and game-related projects (project sheets available)
- Creative lead and team coordination
- Budgeting time and resources
- Experience with local and global clients
- 15+ interactive projects shipped as creative lead and programmer including:
 - Web-based brand games
 - 3D Games
 - Digital installations with custom hardware
 - Live TV games
 - AR tools and mobile apps
- High level and project level experience of productions
- Clients include:
 - Ferrero (Nutella, Kinder Riegel, Duplo, Hanuta, Maxi-King)
 - Vodafone
 - BMW Mini
 - Pro7, Sat1, Nickelodeon
 - ARD, ZDF, Schweizer Fernsehen
 - Unilever, Lipton

EDUCATION

Fachhochschule, Dortmund – *Art & Design Faculty*

1991 – 1998,

Visual Communication Studies focusing on photography. Moved into digital and interactive design. Founded first company while studying.

California Institute of the Arts, Los Angeles – *Art & Design Faculty*

1994 – 1995,

Fulbright Scholarship – Studied under Eric Martin (Apple, Harvard, Xerox PARC).

AWARDS

2nd place Pocket Gamer Gamescom 2015 Big Indie Pitch (Chicken Jump)

LANGUAGES

German (Native)

English (Level C2 written and spoken)

French (Level B2)