

# Leon Tschurtschenthaler – Level Designer

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## Contact

[leon-3@gmx.at](mailto:leon-3@gmx.at)

[Portfolio](#)

[LinkedIn](#)

## Relevant Skills

Level Design

Gameplay Design

Systems Design

Project Management

## Tools

Unreal Engine

Unity

Jira

Confluence

## Awards

[TAIWO – To the](#)

[Starlit Skies](#)

at the SRH Werkschau

1st Most Potential

Community Favorite

Best Showcase

[HIVE](#)

at the SRH Werkschau

3rd Most Potential

## Work Experience

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### SRH University Heidelberg

October 2024 – present

*Student Assistant at the School of Art, Information & Media (part-time)*

- Coordinate & host *TutoReal*, a series of talks featuring professionals from the industry
- Organize multiple instances of the *SRH Werkschau*, a semesterly event of the VR & Game Development course; responsibilities included: event management, crisis management, moderation and finances

### EarReality GmbH

August 2024 – August 2025

*Community Manager – Working Student (part-time)*

- Update, maintain and moderate the community discord server
- Host guest talks featuring professionals and other community events

### Austrian Red Cross (ÖRK)

September 2022 – May 2023

*Paramedic Zivildienstler (full-time)*

- Carry out routine transports of the ill, injured and/or elderly to and from medical facilities
- Respond to, and if necessary coordinate or lead, medical emergencies
- Maintain paramedical equipment as well as vehicles
- Manage logistics of emergency supplies

## Education

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- SRH University Heidelberg – B.Sc. VR & Gamedevelopment (October 2023 – present)
- Stiftsgymnasium Admont (September 2014 – June 2022)