



PHILIPP STENGER

Game/System Designer

PROFILE

Hello there, I'm a Game/System Designer currently working for Firesprite in Liverpool.

I love working on all kinds of games and tech, frequently join game jams and nerd out about design questions. Besides creating replacements for reality, I enjoy travelling, camping, and of course playing games.

CONTACT

WEBSITE:

philippstenger.com

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GAMES

[Horizon Call of the Mountain](#)

[Sea of Thieves: A Pirate's Life](#)

[Blast the Past](#)

[Uptasia](#)

[My Little Farmies](#)

EDUCATION

University Hochschule Darmstadt

2015 - 2019

BA Animation and Game, 1.4/GPA 3.7

Secondary School Friedrich-Dessauer-Gymnasium

2006 - 2014

University entry diploma

WORK EXPERIENCE

Firesprite Game Designer

08.2019 – now

Worked on multiple AAA Titles during my time here. Including [Horizon Call of the Mountain](#) and [Sea of Thieves: A Pirate's Life](#).

Darmstadt University Game Design Lecturer

08.2021 – now

Created and presented a yearly game design lecture for the University.

The Work Club Founder

04.2019 – 07.2019

We created The Work Club to publish [Blast the Past](#).

upjers Game Design Internship

04.2017 – 10.2017

Worked on multiple Mobile and Browser games during my time here.

LANGUAGES

German native, English full professional proficiency, C#, Java, HLSL, Visual Scripting (Unreal-Blueprints)