



PHILIPP STENGER

Game/System Designer

PROFILE

Hello there, I'm a Game/Systems Designer currently working with Studio Fizbin in Germany.

I love tinkering 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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PROJECTS

[Horizon Call of the Mountain](#)

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

[Reignbreaker](#)

[Blast the Past](#)

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WORK EXPERIENCE

Studio Fizbin - Design lead

07.2023 – now

We made the roguelite title [Reignbreaker](#).

Firesprite - Game Designer

08.2019 – 07.2023

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 – 03.2023

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](#).

More...

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

LANGUAGES

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