

🌳 KATHRIN MARKWORTH 🌳

[GAME DEVELOPER & SOFTWARE ENGINEER]

🍁 CONTACT

LOCATION

Suederluecke 3,
24944 Flensburg, Germany

PHONE

004915732745789

EMAIL

sunnyandkate@icloud.com

SOURCE REPO

github.com/sunnyandkate

WEBSITE

sunnyandkate.github.io

GAMES

sunnyandkate.itch.io

LINKEDIN

[linkedIn](#)

🍁 LOGIC STACK

Java

C#

Unity Engine

JavaScript

PHP

HTML5 / CSS3

MYSQL

🍁 ENVIRONMENTS

Terminal

VS Code

Eclipse

Emacs

Git

🍁 RENDER STACK

Aseprite

2D Pixel Art

Sprite Sheets

Tilemaps

PROFILE OVERVIEW

Junior Game Developer and Fullstack Programmer, built on a strong self-taught foundation with a passion for bringing engaging 2D games to life in Unity. Combines a professional Java certification with solid web skills in HTML, CSS, JavaScript, and PHP. Experienced in the full game creation process, from writing clean backend logic to designing custom pixel art sprites in Aseprite. Proven ability to prototype rapidly, collaborate under tight deadlines and deliver polished projects through active participation in game jams. Driven by a love for solving coding puzzles and creating digital experiences people actually enjoy. Ready to bring fresh energy, strong technical skills and a collaborative mindset to an innovative development team.

GAMES & PROJECTS

Cat Detective [Launch](#)

Unity Engine / C# / VS Code

- Engineered a top-down 2D investigative architecture for a game jam themed around "Secrets", implementing interactive clue discovery and exploration mechanics.
- Developed original character Sprites and environmental art assets using Aseprite to establish an immersive mystery aesthetic.

Little Tree's Adventure [Launch](#)

Unity Engine / C# / VS Code

- Programmed a narrative-driven 2D quest game for a game jam with the theme "Grow", implementing mechanics where the player must help a shrunken character regain its size.

Yoga Cat Adventure [Launch](#)

Unity Engine / C# / VS Code / Aseprite

- Programmed a top-down 2D exploration loop with smooth character physics to ensure a calm, relaxed gameplay feel.
- Personally designed and animated all original 2D character sprites in Aseprite to match the game's stress-free theme.

LANGUAGES

GERMAN

Native

ENGLISH

Fluent

SPANISH

Basic

Personal Website & Projects [Launch](#)

HTML5 | CSS3 | JavaScript | MySQL | Eclipse | Emacs

- Deployed a responsive website via terminal-based Emacs workflows onto GitHub Pages.
- Built OOP Java applications in Eclipse backed by relational MySQL streams.

TECHNICAL EDUCATION & TRAINING

Certified Java Programmer & CS Foundations

2022 - 2023

ILS Hamburg & Harvard CS50 Tracks

- Core Stack: Advanced OOP architecture, Array manipulation, data structure traversal, XML parsing, and binary/text streaming workflows.
- Core OOP, JavaFX, Database Connectors, Algorithmic Logic, Array Traversal, Data Structures

WORK EXPERIENCE

Freelance Web Developer *2019 - 2023*

Self-Employed | Web Development

- Deployed modern interfaces using vanilla JS and server-side PHP query payloads.

Postal Worker *09/2023 - Present & 2010 - 2014*

Zustellgesellschaft SH & Citipost

- High-volume path routing under strict schedules

Yoga Teacher & Fitness Instructor *2006 - 2008*

Hannover

- Taught Yoga Classes and designed personalized workouts

BACKGROUND & CREDENTIALS

Global Travel *2010 - 2013*

Planned and Executed some self-funded journeys through Central America, Asia and Australia

Professional Training *2003 - 2006*

Certified Yoga Teacher Training | Certified Fitness Trainer | Vocational Training as Foreign Language Correspondent | Abitur (Math/Physics)