PIA SCHRÖTER

@ p-schroeter@hotmail.com 📞 +46 (0)760 237991 📍 Cologne, Germany
🔗 Pia Schroeter 🌐 www.piaschroeter.com ⊙ pia-sr ⊟ pia-sr

EXPERIENCE

Design Intern
European Space Agency

📅 September 2025 – Ongoing 📍 Cologne, Germany

I am collaborating with professional XR developers to analyse user interaction challenges across ESA's current XR applications, with the goal of developing unified design guidelines and reusable interaction patterns for future projects.

Teaching Assistant for Introduction to Game Research
University of Gothenburg

📅 July – November 2024 📍 Gothenburg, Sweden

I assisted in guiding students through the research process in game studies, providing support in analysing games from academic perspectives. Furthermore, I led interactive sessions, including role-playing campaigns as a game master, to help students explore game mechanics and narrative structures firsthand.

Sales Manager
feelSpace GmbH

📅 August 2022 – June 2023 📍 Osnabrück, Germany

I was in charge of different aid products and helped customers with the application process. I also presented the products at trade fairs and instruct customers on how to use them.

Intern
Meister Cody GmbH

📅 August 2020 📍 Düsseldorf, Germany

Working with a team of gamers, psychologists and entertainment computing professionals, I was able to gain insight into the design and development of an eTherapy app for ADHD.

NOTABLE PROJECTS

All my projects can be found on www.piaschroeter.com

Anxiety App
Master Thesis

I developed an Android app with Unity game engine that used established psychological methods in form of mini-games to help the users with anxiety and stress relief.

Blind Runner
Bachelor Thesis

I created a mobile runner game with Unity game engine that was with the aid of the feelSpace naviBelt accessible for visually impaired people.

Griphoton
Passion Project

I created a casual adventure game for android devices. The user can explore the world of Griphoton, solve up to 30 different puzzles and defeat monsters in 20 dungeon levels. I published the game on the Google Play Store in August 2022 and then moved it to itch.io in November 2024.

EDUCATION

M.Sc. in Game Design & Technology
University of Gothenburg

📅 2023 – present 📍 Sweden

B.Sc. in Cognitive Science
University of Osnabrück

📅 2019 – 2023 📍 Germany

Semester Abroad
University of Dundee

📅 Jan 2022 – May 2022 📍 United Kingdom

B.Sc. in Computing

SCHOLARSHIP

King & Swedish Games Industry Scholarship

📅 April – December 2024

SKILLS

Unity Engine | Unreal Engine | Figma

C | C++ | c# | Java | R | Prolog | Python

LANGUAGES

German (Native), English (C1), French (B1)

GAME JAMS

🏆 **March Game Jam 2024**
Best Game Design (Winner), Most Fun (Winner), Overall Winner (Runner-Up)

🏆 **Spooky Game Jam 2023**
Overall Winner (Winner), Best Graphics (Winner), Best Game Design (Runner-Up)