

MAREIKE HILGENFELDT

EXPERIENCE

King

Scrum Master

Jul 2014 - today | Barcelona

Scrum Master for casual mobile game development teams.

The teams are part of a 75 people games studio and developing new games, maintaining or experimenting with new features on live games.

Responsible for Scrum ceremonies, process improvements, team culture, training of soft skills like feedback or NVC, mission and vision workshops on team and studio level.

Member of the King Agile community, supporting the Agile community and ambassador of Agile methodologies across the company.

STRATO | Berlin

Product Owner | Jan 2014 - Jul 2014

Requirement Planning and stakeholder communication.

Scrum Master | Oct 2012 - Jan 2014

Bottom up Scrum implementation and uniting the backend and frontend team into one Scrum team.

Team Lead Web Design | Aug 2012 - Jul 2014

Line management of the web design team, size 6 people.

Web Developer | Feb 2012 - Aug 2012

Developing the different company websites using Javascript, HTML5 and CSS3.

Freelancer

2008 – 2012 | Berlin

Web Admin | Parapara UG, City Yoga e.V.

Digital Rotoscoper | Celluloid, dondonberlin.com, risefx.com, Soul Pix (Hannover)

Web Developer / Designer | bonobo films, risefx.com, pointcloud9.com, BLUSHLESS.com, dondonberlin.com, Outermedia, nest, New Thinking Communications

Database developer | Solarpraxis AG

3D-Artist | LGMI



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PROFILE

My expertise and passion as a Scrum Master is creating self sufficient, highly motivated teams by coaching, training, process improvements and creating an open feedback culture aligned with the company values. I truly believe in the potential of teams and that they need someone to unleash their potential. I encourage change by catalyzing improvements, creating awareness, ownership, facilitating barrier removal and developing competencies.

In addition to my Scrum Master, Product Owner and Coaching skills, I have a degree in Computer Science and extensive work experience as a web developer. Furthermore during my professional journey I developed databases and 3D games.

Metaversum GmbH

Art Director

Jan 2007 - Oct 2008 | Berlin / Kiev

Art Director for the virtual world twinity.com. Responsible for cross location 3D asset development of two teams located in Berlin and Kiev.

Freelancer

2004 - 2006 | Berlin

3D Game developer | www.helmholtz.de

Database developer | www.markengold.com

Digital compositor | tvt postproduction

Coldewey GmbH

Digital media designer | 2001 | Bremen

EDUCATION

2001 – 2005 | University of Applied Sciences | Computer Science in Media | degree: diploma | Berlin

2003 - 2004 | digital compositor internship | tvt-postproduction | Berlin

1998 - 2001 | digital media designer training | Coldewey GmbH | Bremen

1997 - 1998 | internship | Coldewey GmbH | Bremen

SKILLS

LEGO® SERIOUS PLAY™ Facilitator Training

bikablo® Basic Visual Facilitation Training

Public speaking, Feedback & Difficult Situations, Emotional Intelligence, Persuading with impact, Storytelling

Leadership training, Servant Leadership & Workshop Creator (Boris Gloger), Certified Scrum Master

Jira, Adobe (AI, PS, DW), GIT, PHP, Javascript, MySQL, HTML5, CSS3