

Benjamin Nizan | Lead Level Designer

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I'm a hands-on, sociable and articulate game designer with 10 years' experience making games.

- Designed for PS4, PC, mobile and web with both F2P and premium business models.
- Have led teams of up to 12, developed games independently and at studios of various sizes.
- Worked on original IP, and with international brands - on projects from concept to release.
- I'm currently the **Lead Level Designer on Fall Guys: Ultimate Knockout** (*Mediatonic/Epic Games*)

Key Skills

- **Unity**, 7 years hands-on experience building levels and whole games with basic C# ability.
- **Clear Spec & Pitch Writing**, able to tailor the level of detail appropriately to the situation.
- **Spreadsheet Proficient:** can use formulas, good formatting; can validate & manipulate data.
- **Strong Communicator** internally and to external stakeholders. A comfortable public speaker.
- **3D asset creation**, particularly level blockouts - most recently with Unity Probuilder.
- **Adobe Illustrator**, able to create 2D/top down level designs; hobbyist graphic designer.
- **Adobe XD**, proficient at creating interactive wireframes for menu screens and game flows.
- **Adobe Photoshop**, image/photo manipulation and graphic design (not illustration).

Work History & Key Responsibilities

Feb 2021 - Present **Lead Level Designer** | Mediatonic | Fall Guys



- Lead an 12-person team of Junior, Mid-level and Senior Level Designers.
- Plan the creation of new levels, working closely with cross-discipline leads and production to keep things at top quality and to schedule.
- Review and feedback on level pitches, functionality specs, top down designs, 3D blockouts and playtest feedback
- Curate and maintain the overall vision for a season's level content while finding ways for colleagues in all disciplines to express their unique creativity - encouraging this for the benefit of themselves and the game.

May 2019 - Jan 2021 **Senior Game Designer** | Mediatonic | Fall Guys

- Wrote specifications and made wireframes for features including the Qualification Screen, In-game HUD, Reward System and the Shop.
- Designed 3 levels from concept to release: Snowy Scrap, Hoopsie Legends and Skyline Stumble - assisted on the designs of several others.
- Worked with the in-house Content Management System; balancing the initial level-selection system and inputting data for collectable items.

May 2018 - May 2019



Game Designer | Mediatonic | Yahtzee with Buddies

- Wrote specifications for new features, communicating designs daily with external stakeholders; the game's publishers - Scopely.
- Supported all disciplines during development, answering queries, keeping documentation up-to-date and working with production to adjust scope.

Aug 2016 - May 2018



Game Designer | Good Catch Games (EndemolShineUK)

- Level Designer on *Simon's Cat Dash* - an endless runner for mobile.
- Game & Level Designer on *Mr Bean Risky Ropes* and *Mr Bean Sandwich Stack* - physics-based casual games for mobile - from concept to release.
- Coded prototypes from scratch with C#
- As part of a 3-person, multi-discipline team - worked on pitches and prototypes with the creative director for Endemol IP projects.

Jul 2014 - Jul 2016

Independent Developer & Part-time Lecturer

- Designed, coded and released: *Petri Dish*, funded by and available on Kongregate, and a (no longer available) mobile puzzle game; *Hexderity*
- Hourly Paid Lecturer for game design at the University of East London, teaching 2 classes a week and assisting with workshops

Oct 2011 - July 2014



Game Designer & Writer | Gamesys | Here Be Monsters

- After an internship, I eventually lead a team of 4 game designers; writing quests and implementing them with in-house tools for *Here Be Monsters* - a story-driven Facebook game which sadly is no longer running.

Qualifications

University of East London: 2008 - 2011 | First Class Honours - BA Games Design

Awarded: Academic Excellence in the Field of Media, Screen and Communication Studies for my dissertation on the design of abilities in RPGs, which received a 95% mark.

Ousedale School & Sixth Form: 2003 - 2008 | Three A-Levels, eleven GCSEs B or above.

Recently played: Final Fantasy 14, Hades, Bugsnax, Ratchet & Clank: Rift Apart, Boyfriend Dungeon

Other hobbies include music festivals, which I regularly attend and often volunteer at. I enjoy reading sci-fi and fantasy (recently: Vurt, by Jeff Noon) and have recently learnt to DJ, mostly Drum & Bass.