# 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 validatie & 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





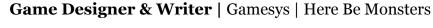
- Level Designer on Simon's Cat Dash an endless runner for mobile.
- Game & Level Designer on Mr Bean Risky Ropes and Mr Bean Sandwich
   Stack physics-based casual games for mobile from concept to release.
- Coded prototypes from scratch with C#
- As part of a 3-person, multi-discipline team worked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





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.