

Benjamin Nizan | Lead Game Designer & Creative Producer

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I'm a hands-on, articulate designer with 14 years' experience making games and playful spaces

- I have led teams of 3 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
- Most notably was Lead Level Designer on the BAFTA-Nominated and super-silly Fall Guys
- I also produce festivals and events, including an immersive theatrical venue at Boomtown

Key Skills & Software

- **Unity**, 11 years hands-on experience building levels and whole games. Including:
 - **C#** - programmed mobile games & feature prototypes. Now working on an indie PC title
 - **3D Blockouts** - primarily using **Probuilder** in Unity, with some proficiency at 3DS Max
- **Strong communicator**; be it documentation, pitching, leading teams or public speaking
 - Highly proficient with Google Docs, Sheets and Slides (and Microsoft equivalents)
 - Experience with **Trello**, **Jira** & **Miro** and other production tools
- **Graphic Design**, primarily with **Adobe Illustrator** but also **Photoshop** and **Premier**, for:
 - 2D/Topdown level designs, UI/UX wireframing, pitching & marketing asset creation

Work History & Key Responsibilities

Mar 2024 - Present



Freelance Designer & Producer | Various clients, including:

- **Panic Stations** - As a level designer on a yet-to-be-announced title
- **Mindflair Games** - Wrote the Design Document for "Long Drive North"
- **The Experience Machine** - designing games for a real-world 'competitive socialising' immersive experience with a unique sports theme
- **Boomtown Festival** - producer and creative director for the "Garden Centre" theatrical venue, managing 40+ crew (actors, DJs, techs etc.), budgets and set designs as well as directing our theatre/immersive game

Aug 2022 - Present



Lead Designer & Programmer | Skeletons | Unannounced Project

- Co-founded indie studio Skeletons with Alex Perry (prev. Media Molecule)
- Responsible for game design, and have coded most of the project so far
- Funded by UK Games Fund, Microsoft and contracting/freelance work

Feb 2021 - Jul 2022



Lead Game Designer (Levels) | Mediatonic / Epic | Fall Guys

- Managed a team of Junior, Mid and Senior Level Designers, which grew from 5 to 12 members under my tenure, during the Epic acquisition
- Curated and maintained the overall vision for level content
- Worked with franchise leads, and lead designers in other areas to develop multiple season's worth of content including the F2P relaunch
- Worked closely with cross-discipline leads and production to keep levels at top quality and to schedule
- Reviewed level pitches, functionality specs, top down designs, 3D blockouts and playtest responses throughout development

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.
- 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

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

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

Other Work & Experience

May 2016 - Present Festival Director | Deevstock Festival



- Lead a team of 20+ volunteers to put on an annual dance music festival
- Put on several events in London, including at the prestigious EGG club
- Invited to run a stage at one of the UK's largest festivals: Boomtown

Mar 2024 - May '25 Radio Host & DJ | Croydon 97.8 FM



- I hosted a weekly, 2-hour Drum & Bass show on Croydon's community radio station for just over a year

Bill Murray Comedy Course



- Completed a week-long intensive stand up comedy course at the renowned comedy venue The Bill Murray

Hobbies

As well as games, festivals and music - I enjoy cooking, and reading. I have a layman's interest in neuroscience and physics. I like to travel, and to explore on foot as much as possible.

Recently played: Balatro, Clair Obscur: Expedition 33, Oblivion Remastered, World of Warcraft

Currently reading: Minor Keys - Gender, Inequality and Work in Electronic Music