

(He / Him) **Nils
Mlynarek**

GAME DESIGNER



ABOUT ME

As a highly **organized** and **calm** Game Designer with a strong **analytical mindset**, I am able to understand complex systems and create new ones with ease. My ability to identify and understand emergent properties, paired with my "**get things done**" attitude, allows me to tackle any challenge that comes my way. I am passionate about my work and thrive in environments where I can make a meaningful impact.

EXPERIENCE

2023 - Today
<1 years

Deck 13 | Atlas Fallen & Unannounced Project
LEAD COMBAT DESIGNER

- **Managing & mentoring** the combat design team.
- Nurturing team culture and a positive work environment.
- Developing the **game vision** alongside the Game Director.
- Leading a multi-disciplinary workgroup to develop the **overall combat experience** from ground up in accordance with the game vision.

2019 - 2023
4 years

Playground Games | Fable
SENIOR GAME DESIGNER

- **Leading** multi-disciplinary strike teams to develop systems from concept to final implementation.
- **Pitching** new features and systems.
- Writing and maintaining **Documentation** for internal and external teams.
- Prototyping (UE4 & Forza Tech)

2017 - 2019
2 years

Playsnak | Wanted Killer VR
GAME DESIGNER

- Prototyping (UE4 & Unity)
- **Pitching** new features and systems.
- Writing and maintaining **Documentation**.
- Programming, balancing and designing the **Game Economy**.

2013 - 2017
4 years

Hamm-Lippstadt University of Applied Science
B.S.C.- VISUAL COMPUTING AND DESIGN