🗖 📕 🖉 CV_CHRISTIAN KNICKEL

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Working in the games industry for 17 years with internal as well as external studio teams. Experienced in creating game visions and pitch documents for IP holders such as: Square Enix, Microsoft, HBO NBC and Universal. Leading design teams as lead designer, designing and tuning core mechanics, content design, designing / balancing of economy, combat, and AI systems, as well as deep knowledge in free to play monetization.

EXPERIENCE 01/2021 – now Game Design Freelancer Hamburg, Germany

Unannounced Rogue-Lite (PC & Console) // Lead Game Designer

- Creation of Vision and detailed Design documentation
- Leading Design Team (task distribution & Design reviews)
- Hands on work (Creation of combat systems, Level creation, balancing, content design)
- Mentoring of junior team members

01/2016 – 01/2021 Innogames GmbH Hamburg, Germany

Sunrise Village (Mobile Resource Management) // Lead Game Designer

- Creation of Vision and detailed Design documentation
- Leading Design Team (task distribution & Design reviews)
- Responsible for all pitch presentations (Internal & External)
- Mentoring of Designers

Unannounced Mobile Farming RPG // Lead Game Designer

- Creation of Vision and detailed Design documentation
- Leading Design Team (task distribution & Design reviews)
- Recruitment of designers
- Mentoring of Designers

Consultant & Support on Live Mobile games (Forge of Empires & Elvenar)

Supported game teams with know-how (events, balancing, new features and UX)



09/2008 – 12/2015 Bigpoint GmbH Hamburg, Germany

Unannounced PC & Mobile Puzzle MMORPG // Lead Game Designer

- Creation of game vision
- Feature Designs
 - o World Event System
 - o Puzzle Combat System
 - o Character classes
 - o Skill system
 - Crafting System
 - o PvP System
 - o Gear System
- Story Design
- Recruitment of Designers
- Mentoring Junior Designers

Unannounced Mobile Turn-based RTS // Senior Game Designer

- Feature Designs
 - Special Units
 - Guild System
 - o Combat System
 - o Skill System
- Unit balancing
- Content Design

Game of Thrones Online (RPG) // Lead Game Designer

- Creation of game vision
- Feature Designs
 - World Event System
 - o Combat System
 - o Guild System
 - o Politics System
 - Siege battles
 - o Skill System
- Leading a team of Designers (internal & external)

Drakensang Online (Hack n Slash MMORPG) // Senior Game Designer

- Support on initial Design before entering production
 - o Skill System
 - Combat System
 - o Dungeons
- Consultant for external dev team during development



Battlestar Galactica Online (3D Action MMO) // Senior Game Designer

- In charge of the PvP and Matchmaking System
- Monetization and price balancing

Dark Orbit & Seafight (2D Action MMO) // Game Designer

- Feature Designs
 - o Skill tree and Lucky wheel ("Cauldron of Aruba") in Seafight
 - o Skylab and Pet System in Dark Orbit
- Creation and balancing of various in game events for both games.

Farmerama (Farming game) // Game Designer

- Feature Designs
 - o Initial game design document
 - Farm wheel (during live ops)
 - Skill tree (during live ops)
- Creation of in game events

Deepolis & War of Titans (2D Action / RPG) // Lead Game Designer

- Creation of all Design documentation for all features
- Responsible for balancing of both games
- Features as well as monetization
- Content creation for both games
 - \circ Items, Levels, quests, etc.
- Creation of in game events (live ops)

09/2007 – 07/2008 Avator GmbH Heusenstamm, Germany

City building simulation MMO (Project on hold) // Jr. Game Designer

- Worked in a team with 6 Designers to create an Anno alike MMO
- Feature Designs
 - o Economy and political system
 - Several puzzle and minigames
- Implementing of enemy encounters in the prototype
- Balancing of resources, productions and building structures



EXPERIENCE 11/2005 – 08/2007 Sunflowers Heusenstamm, Germany

Anno 1701 (Simulation) incl. Expansion // QA

Testing of game mechanics & balancing

Paraworld (RTS) incl. Boosterpack // Senior QA

- Testing of game mechanics and game balancing
- Supporting dev team
 - With game balancing
 - Creation of official strategy guidebook
- Presenting game to the press on various locations incl. China Joy

Anno DS (Simulation) // Senior Quality Assurance

- Testing of game mechanics and game balancing
- Helping out on game balancing
- Creating Master test plans and coordinating a team of 15 Testers

09/2005 – 11/2005 Nintendo Europe Frankfurt, Germany

Localization QA on the following titles

- Mario Kart, Metroid Prime Pinball (Nintendo DS)
- Mario Smash football, Batallion Wars, Fire Emblem (Nintendo GC)

EXCELLENT Skill-Level Excellent Skill-Level

 MS Office (Word, Excel, Outlook, PowerPoint) 	
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Axure

Photoshop

Mind Manager

MS Project

Advanced Skill-Level

Jira

Unity

- (Project Tracking Software)
 - (Graphic Editing)
 - (Scripting in JavaScript & C-Sharp)

(Interactive Wireframe / Mockup tool)

- (Mind Map Software)
- (Project Management Software)