

## Benjamin Nizan | Game Designer & Creative Producer

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I'm a hands-on, versatile and articulate designer with 13 years' experience making games

- Have led teams of 3 to 12, developed games independently and at studios of various sizes
- Designed for Console, PC, mobile and web with both F2P and premium business models
- Worked on original IP, and with international brands - on projects from concept to release
- Most notably was **Lead Level Designer on Fall Guys: Ultimate Knockout** (*Mediatonic/Epic Games*)

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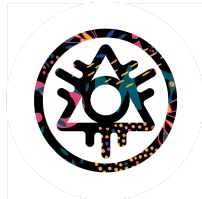
### Key Skills & Software

- **Unity**, 10 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, coordinating teams or public speaking
  - Highly proficient with office tools; **Word, Powerpoint & Excel** (and Google equivalents)
  - Experience with **Trello, Jira & Miro** and other production tools
- **Graphic Design**, primarily with **Adobe Illustrator** but also **Photoshop** and **XD**, for:
  - 2D/Topdown level designs, UI/UX wireframing, pitching & marketing asset creation

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### Work History & Key Responsibilities

**Mar 2024 - Present**    **Freelance Designer & Producer** | Various clients, including:



- **Mindflair Games** - GDD work for indie game "Long Drive North"
- **The Experience Machine** - designing games for a physical immersive gaming experience with a bespoke sports-based interface
- **Boomtown Festival** - designed and produced the "Garden Centre" stage, managing staff (actors, DJs, techs etc.), budgets and set designs as well as directing our theatre/live-game offering.

**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 'Free For All' relaunch
- Worked closely with cross-discipline leads and production to keep levels at top quality and to schedule
- Reviewed and fed back on 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.

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## 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.

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## 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, Baldur's Gate 3, Oblivion Remastered

**Recently read:** Entangled Life, by Merlin Sheldrake, and Vurt by Jeff Noon