



PHILIPP ZUPKE

GAME DESIGNER, BERLIN (GER)

Working hard to put the fun into the game

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<http://gamedesignstuff.com>

PROFESSIONAL EXPERIENCE

Game Designer - Wooga - Unannounced Game (2015)

- System design and balancing
- Creating features that deliver on the products vision

Game Designer - Wooga - Game: [Pearl's Peril](#) (2014)

- Feature Design informed by ABTests to improve KPI's for specific demographics for the 1Mil. DAU Hit Game Pearl's Peril
- Implementing & Balancing new content

Game Design Intern - Wooga - Game: [Pearl's Peril](#) (2013-2014)

- Content Design: Authoring & Creating weekly episodic content for Pearl's Peril

PROJECTS

Blog - "[GameDesignStuff.com](#)"

- My blog about game design related topics

Game - "[Cat Rats From Space](#)" (Unity3D)

- Programming, Design, Art

EDUCATION

2010-2014 Game Design

- Bachelor of Arts, HTW Berlin (University of applied sciences)

DESIGN SKILLS



Ideas need early validation and focussed iteration. To help the game live up to its full potential I:

- maintain an open design process
- get feedback early and build prototypes / mockups
- involve the team by listening to their input and ideas



Knowing who to build the game for is key for excellent game play. As the designer I will:

- Design for a specific target audience by transferring player motivation into game play features
- Conduct & assess user-tests
- Work with KPI's / tracking to improve the game



Fun Emerges from finely tuned systems. To achieve thid goal I:

- create high level goals for the games balancing & pacing
- build internal economies interwoven with the game systems
- use my comprehensive Excel skills to implement and model game data



As a designer I am not only creator but also communicator. To get the team on the same page I:

- Communicate goals and context of features by creating comprehensible Specs & GDDs
- Use my experience working in multidisciplinary teams to consider technical and organisational challenges of game development

RELATED WORK EXPERIENCE

2013 - Project Management Testing

- Android & iOS App "Look Mommy!"

2007-2009 3D Artist - Force Sunrise

- Concepting & Producing Interactive Content ---

2012 Research assistant - HTW Berlin (school for applied sciences)

- conducting studies in the field of game studies

SOFTWARE & TOOLS

Game Design

- Microsoft Excel
- Unity 3D
- C#

Others

- Adobe Photoshop, SQL, Lucidchart, PHP, HTML, CSS, 3D Studio Max
- GIT, SVN, Shader Programming, UDK