

PHILIPP ZUPKE

Looking to work on inspiring games that create real value for players.

GAME DESIGNER SYSTEM DESIGN/GENERALIST

CONTACT

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ABOUT ME

I love system design. Creating the building-blocks for an emergent player experience to allow player agency and generate stories through play.

To make best use of my strengths, I want to work in a project that has some unique design challenges. Together with a strong game vision this is what drives me to find the best designs. I want to work in a passionate team that challenges each others ideas but is also open to exploring new territory together. I strive to instill a design mindset in everyone I work with. Everyone is a designer. I also like to get hands on to prove ideas and try them out, I prototype whenever I can - digitally or analog.

SIDE PROJECTS

2020 ▶ **Orbiteer** (Android)
▶ Programming, Design, Art

2018 ▶ **MazeBot** (Steam)
▶ Programming, Design

2017 ▶ **REDCLIFF CHRONICLES**
(Kongregate)
▶ Programming, Design

2019
2020 ▶ **GLOBAL GAME JAMS**
▶ Programming, design, Unreal Engine 4, Unity

RECENTLY PLAYED

- ▶ Among Us
- ▶ Star Wars Squadrons
- ▶ World of Warcraft Classic
- ▶ Anno 1800
- ▶ Stardew Valley
- ▶ Death Stranding
- ▶ Shop Titans
- ▶ X4
- ▶ Overcooked 2

TOOLS

- ▶ Excel
- ▶ Unreal Engine 4
- ▶ Unity
- ▶ C#
- ▶ Python
- ▶ Git, Perforce
- ▶ Photoshop

SPECIALITIES

- ▶ System Design
- ▶ Empowering the team to own the player experience
- ▶ Playtesting & Usability Testing
- ▶ Balancing
- ▶ Brainstorming & Collaboration
- ▶ Data supported Design
- ▶ UX Design
- ▶ Getting things done
- ▶ Player centric & holistic design
- ▶ Ownership & Driving implementation

WORK EXPERIENCE

2019 - now ▶ **Lead Game Designer - YAGER**
Unannounced Project - Third Person Shooter (Unreal Engine)
▶ Designing and tuning of gameplay features and systems (core gameplay, combat, progression systems)
▶ Coordinating design work across 3 development teams, and 6 designers

2018 - 2019 ▶ **Lead Game Designer - Thoughtfish**
Farmstead - Location Based / AR Farming Game (Mobile, Unity) - Soft Launch
▶ Working on the worlds first location based farming game where players have their farm in the "real world" and also take part in a living world with other players
▶ Economy design & balancing, feature design, collaborating with stakeholders on roadmap, priorities and game release strategy, sprint management, producing, organizing playtests, coordinating user acquisition campaigns
▶ *Others:* Business development activities such as creating game concepts and pitching them to publishers

2016 - 2018 ▶ **Game Designer - YAGER**
Dreadnought (Free to Play, PC & PS4, Unreal) - Closed Beta to Open Beta
▶ Designing player onboarding for core gameplay and progression as one holistic journey
▶ Balancing & iterating core gameplay features, progression systems for a live game with an active and engaged community

2013 - 2016 ▶ **Game Designer - Wooga**
June's Journey - Hidden Object Game - (Mobile, Unity, Free to Play) - Preproduction
▶ Prototyping of core gameplay (Hidden Object gameplay)
▶ Design and usability testing of onboarding
▶ Design of video-advertisement features

Road to Glory - Football Manager - (Mobile, Unity Free to Play) - Preproduction to Soft Launch
▶ Balancing and modelling the entire games' economy
▶ Creating feature designs (specs, mockups, supporting implementation) for features that let players create the football team of their dreams

Pearl's Peril (Free to Play, Mobile & Facebook) - Soft-Launch to Live
▶ Implementing & Balancing new content
▶ Content Design: Authoring & Creating weekly episodic chapters
▶ Feature Design informed by AB Tests/Data to improve KPI's for specific demographics for the 1Mil. DAU Hit Game Pearl's Peril

EDUCATION

2010-2013 ▶ **Bachelor of Arts (Game Design)**
▶ HTW Berlin - University of Applied Sciences
▶ Grade: 1.3 (excellent)

OTHER

2008-2010 ▶ **3D ARTIST**
Force Sunrise
▶ Creating environments/interiors for a social MMO