

Benjamin P. Nizan

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93 Burntwood Lane, Earlsfield, London, SW17 0AJ

I am a social, hands-on and articulate games designer with experience leading a group of quest writers in a studio for a casual RPG, and developing smaller games independently. I'm currently taking part in Kongregate's Launchpad X games incubator. A member of BAFTA Crew Games; I was asked to be a juror for their Young Game Designer competition in 2015. I was also a curator for the Nordic Game Indie Night 2016, by invitation of the Copenhagen Game Collective.

Employment History

Independent Developer | May 2015 - Current

My first independent game - Hexderity - launched for iOS and Android in 2015, which was listed as one of The Observer's "20 Apps and Games for July". In November 2015 I was an intern at Failbetter Games, providing QA for Fallen London. In 2016 I have been funded by Kongregate's experimental games incubator, Launchpad X, for my latest project - Petri Dish - which is due to launch in the summer. I've also taken small contracts for graphic design in this time.

My primary tools have been Unity (C#), Adobe Illustrator and Photoshop.

A portfolio of my games - both full and experimental - can be found at: www.mimicwing.com

University of East London | **Hourly Paid Lecturer** | September 2014 - July 2015

I taught two classes a week and assisted with the running of technical workshops on other days. Topics included: gameplay design and development using Stencyl, Unity, Photoshop, Illustrator and 3DSMax, as well as research methodologies and professional development.

Gamesys | **Games Designer & Writer** | October 2011 - July 2014

Primarily responsible for writing and implementing quests for Here Be Monsters, a social adventure game for Facebook and iPad. As the first designer on the project I coordinated the talents of fellow writer-designers when they joined the team. I worked closely with the producer,

art team and developers to steer the project's creative direction. I also had a hand in designing new game features and in-house dev tools.

Qualifications

University of East London: 2008 - 2011

First Class Honours - BA Computer Games Design (Story Development)

***Awarded:** Academic Excellence in the Field of Media, Screen and Communication Studies*

Focusing mainly on games design theory and practice, the course also covered creative writing, coding and graphics. My dissertation about the design of abilities in RPGs received a 95% mark.

Ousedale School & Sixth Form: 2003 - 2008

Three A-Level (A2) qualifications in: History, English and Sociology

Eleven GCSE qualifications, ten of which are grade B or above

Events Work

Games Facilitator | Now Play This: September 2015 & April 2016

I helped set up and run various digital & physical games/installations for 'Now Play This' at Summerset House in September, and again in April as part of the London Games Festival.

Event Manager | Deevstock: April 2015 - Present

I organised a small music festival for May Bank Holiday 2016 with friends. It went so well, we're going to do it again and are planning another event as part of the Oxjam Festival in October.

Hobbies & Interests

Recently Played: *Ori & the Blind Forest, Two Dots, Heroes of the Storm and Firewatch*

I enjoy cooking, cabaret, drum & bass, and theatre. My favourite book is *The Lies of Locke Lamora*, by Scott Lynch, and my show of 2015 was *These Trees Are Made Of Blood*. This will be the second year I attend Glastonbury, working with Oxfam as a steward. I also took acting classes in January and February at Morley College; I hope to take another later in the year.