

Benjamin P. Nizan

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A hands-on, sociable and articulate game designer with experience working in and leading teams, developing games independently and working on projects from concept to release. A generalist; with experience in system, quest, level, UI, tools and F2P monetisation design.

Most competent with Unity 3D but comfortable with a variety of tools and learning to use new ones. A strong creative writer, and wrangler of spreadsheets, with working knowledge of Git Source Control (Bitbucket/Sourcetree), Jira, Trello, C# (in Unity), Photoshop and Illustrator.

Work History

Good Catch Games | Game Designer | August 2016 - Present

- Game designer on *Mr Bean Sandwich Stack* - a physics-based casual game for mobile - from concept to release. I also programmed the prototype in Unity.
- Level designer on *Simon's Cat Dash*, a free-to-play, endless runner for mobile.
- Finishing production on another Mr Bean mobile game that I prototyped and designed, and have taken over as game designer on a third, larger, Mr Bean project.
- Game designer on a suite of three unannounced, original IP, 'one-tap' mobile games.

Independent Developer | May 2015 - July 2016

- Created *Petri Dish*, available on and funded by Kongregate as part of their games incubator. I designed and coded the game, working with an artist and sound designer.
- Released *Hexderity*, an arcade/puzzle game for iOS and Android. Also available for PC, Mac and Linux on itch.io. Listed in The Observer's "20 Apps and Games for July 2015".
- Interned at Failbetter Games, providing QA for *Fallen London* in November 2015.
- Undertook ad hoc contracts for graphic design, and game design consultancy.

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

Taught two classes a week and assisted with technical workshops on other days. Topics included: gameplay and level design, development with Unity and asset creation in Photoshop, Illustrator and 3ds Max.

Gamesys | Game Designer & Writer | October 2011 - July 2014

I led a team of four game designers; writing quests and implementing them with in-house tools for *Here Be Monsters*. Now closed, it was a story-driven, F2P, non-combat MMO for Facebook.

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

Event Manager | Deevstock: April 2015 - Present

I organise an annual 200 person music festival called Deevstock in the Malvern countryside, which started in 2015. Relying on volunteers, I lead a core team of 10 people in our spare time all year round. In 2017 we also put on a club night in London and have more events planned.

Hobbies & Interests

Recently played: Pyre, Clash Royale, World of Warcraft, Divinity II, Reigns: Her Majesty

My favourite book is *The Lies of Locke Lamora*, by Scott Lynch, though I've recently been enjoying *The Rivers of London* series by Ben Aaronovitch. I like many kinds of music, but particularly Drum & Bass; my favourite album is *Sanctuary* by Koan Sound & Asa. My top show of 2017 was Bourgeois and Maurice's *10 Year Retrospective* at the Soho Theatre. I go to several festivals and I've volunteered with Oxfam as a steward at Glastonbury for three years.