



MICHAEL REZABEK

GAME DESIGNER

/ PROFILE

Game designer with a focus on game mechanics. Organizing and coordinating teams. Experience with scripting and testing. Multiplatform development. Calm, intelligent, adaptable.

/ CONTACT DETAILS

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/ WORK EXPERIENCE

>> Game Designer

Bohemia Interactive (Ylands) | 2015 to present

- Designed animal/NPC AI system, weather system, cosmetics monetization, combat system, skill editor and much more
- Creating comprehensible design documentation
- Organizing task teams of programmers and artists and overseeing features from prototyping to testing
- Created games, maps, and random encounters in the in-game editor via visual scripting
- F2P Design - microtransactions, cosmetics, servers, shared games

>> QA Tester

Bohemia Interactive (Arma 3, DayZ) | 2012 to 2014

- Testing game mechanics and interfaces
- Testing content - models, scenes, localization, visual and sound effects
- Documenting test cases

/ EDUCATION HISTORY

>> Střední průmyslová škola dopravní Masná

2005 - 2009

/ SKILLS

- **Unity Editor**
 - Working with prefabs, tools, animations, scripts, databases, game objects, audio and visual effects
- **JavaScript**
 - Game logic scripting and web development - React, Node.js, Express
- **SQL**
 - Creating databases, writing queries and getting relevant data
- **Version Control (Git, SVN)**
 - Branching, merging, patching, committing and reverting changes
- **Image editing (Photoshop, Affinity)**
 - Creating UI mockups, drawing heightmaps.
- **Confluence/JIRA**
 - Managing feature development and individual Issue progress via JIRA. Creating pages, design documents, tables, etc. via Confluence
- **Game design**
 - Crafting fun and engaging mechanics and gameplay loops
- **Multi-platform development**
 - Developing for PC, consoles and mobiles, knowledgeable of the differences in design, porting game from PC to mobile.
- **Problem Solving**
 - Identifying challenges and applying solutions fit for target game and platform
- **Industry knowledge**
 - Following all the latest trends in gaming and game development, as well as knowing the history
- **Quality assurance**
 - Writing testcases, providing feedback, detailed bug reporting
- **Communication / Telecommunication**
 - Ability to efficiently and clearly convey ideas, discuss issues and propose solutions in person or remotely