



# 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

#### >> Senior Game Designer

CCP Games (EVE Online) | 2022 to Present

- Content design in form of cooperative PvE sites
- Designed Daily Goals system including a monthly reward track
- F2P design - player retention and conversion
- Leading production and overseeing feature development
- Running user tests, creating test flows

Bohemia Interactive (Ylands) | 2015 to 2022

- 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
- F2P Design - player retention, microtransactions, cosmetics

#### >> QA Tester

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

- Testing content, game mechanics and interfaces
- Documenting test cases

### / SKILLS

- **Unity Editor**
  - Working with prefabs, tools, animations, scripts, databases, game objects, audio and visual effects
- **Level design**
  - Creating interesting maps, scenarios, events, and puzzles
- **C#**
  - Game logic and gameplay scripting in Unity
- **Version Control (Git, SVN, P4V)**
  - Branching, merging, patching, committing and reverting changes
- **Image editing (Photoshop, Affinity)**
  - Creating UI mockups, drawing heightmaps.
- **Confluence/JIRA**
  - Managing feature development, pipelines and individual Issue progress via JIRA. Creating pages, design documents, tables, etc. via Confluence
- **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.
- **Quality assurance**
  - Writing testcases, providing feedback, detailed bug reporting
- **Public Speaking**
  - Presenting features to board of directors and players
- **Usertesting**
  - Organizing and running player-focused and inhouse usertests
- **Organizing Events**
  - As a part of the "Fun Division" at CCP Games, I have experience organizing company events