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GREGOR PANIČ

TECHNICAL GAME DESIGNER

PROFILE

Experienced game designer with a technical background. I turn high-level concepts into practical designs that can be prototyped and evaluated. I have the technical knowledge to communicate between creative and engineering to solve challenges. I'm comfortable being hands-on - implementing designs in various engines and tools. I have a broad design skill set and experience, from gameplay systems, player controllers, levels, to game AI.

EXPERIENCE

Embark Studios, Malmö, Sweden – Technical Designer, Track Owner

JUNE 2022 – PRESENT

- Worked on wim, a social, multiplayer, creative sandbox.
- Lead an interdisciplinary team with a focus on NPCs and game AI.
- Worked closely with the creative lead to define the vision for NPCs, setting high-level goals, scope and roadmap from prototype to final implementation.
- Provided design feedback to make NPCs more meaningful and ensure cohesion with the project vision.
- Facilitated communication with other teams to help the project stay focused and lead brainstorming and playtest sessions.
- Co-designed a systemic, living world with emergent events.
- Designed multiple NPC archetypes and developed workflows to build them.
- Designed multiple player tools for manipulating the world.
- Implemented several AI behaviors using Rust within a custom engine.

Frictional Games, Malmö, Sweden – Gameplay programmer & designer

SEPTEMBER 2016 – JUNE 2022

- Worked on [Amnesia: Rebirth](#), an atmospheric first-person horror game.
- Responsible for bringing multiple levels from concept to shippable quality.
- Coordinated art, tech and sound to achieve the desired vision for a level.
- Designed and implemented 6 main levels, 2 main enemies (the ghoul and the wraith), the fear system (central mechanic) and other gameplay systems.
- Designed and developed a system for aligning player and enemy npc animations - used when the player is caught by enemies.
- Designed an AI director for the Wraith including a position selection algorithm and a tension building mechanic.
- Integrated Tobii eye tracking for [SOMA](#) and developed eye tracking features for the player controller.

- Programming was done in AngelScript and C++ in a custom engine.

Self-employed, Maribor, Slovenia – *Game developer*

SEPTEMBER 2013 – SEPTEMBER 2016

- Made [Welkin Road](#), a first-person parkour game with grappling hooks.
- Solo project where I did art, game design, level design and programming.
- Developed a custom player controller with parkour mechanics such as wall running, wall jumping, swinging with grappling hooks, sliding, crouching, vaulting and climbing.
- Made in Unity using C#.

TOOLS

C#, AngelScript, C++, Miro, Git, SVN, Unreal Blueprints, Unity, Godot, Blender, HPL Engine, Rust, JIRA, Trello, GitHub.

EDUCATION

University of Maribor, Slovenia – *MS in Computer Science*

2012 – 2015, Maribor, Slovenia

University of Maribor, Slovenia – *BS in Computer Science*

2009 – 2012, Maribor, Slovenia

SMALLER PROJECTS

OMG it's Mr.MANO! – 2024

<https://davidpdrsn.itch.io/mano>

Experimental game where you resize your hand to give the best high fives. Entry for GMTK 2024 game jam. Worked on design and programming as part of a team. Made in Godot.

Stagehand – 2024

<https://glhfgreg.itch.io/stagehand>

You play the lead role in an 80s sit-com, trying to use slapstick humor to make the audience laugh. Entry for Global Game Jam 2024. Worked on design and programming as part of a team. Made in Unreal.

Almighty Dice – 2022

<https://measuring.itch.io/almighty-dice>

A 1v1 competitive dice throwing game. Entry for GMTK 2022. Worked on design and programming as part of a duo. Made in Unreal.