



PANAGIOTIS TZIMAS

PRODUCER 📍 ATHENS, GREECE ☎ +306982796429

◦ DETAILS ◦

Athens
Greece
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Nationality
Greek

◦ SKILLS ◦

Team Leadership

Product Management

Communications

Expectation Management

Adobe creative suit

Digital art

Editing Video

Creative Problem Solving

◦ LANGUAGES ◦

English

Greek

◦ HOBBIES ◦

Playing video games and music,
working out, meeting passionate
people.

◦ LINKS ◦

[Website](#)

[LinkedIn](#)



PROFILE

Passionate and self started Producer and Artist, with **two shipped titles on Steam**.
Worked in big companies as a Marketing Artist leading the production pipeline of assets
and working with agencies.



EMPLOYMENT HISTORY

Founder at Super Sly Fox, Athens

October 2020 — Present

- Created the game design and core loop of Blockbuster Inc.
- Led a team of 6 people and hands on developed and created the artwork and UI/UX
- Negotiated and closed a publishing deal, met all the deadlines and went beyond the original scope and expectations set by the publishers.

Marketing Artist at Trailmix Games, London

October 2020 — Present

- Managing external partner's art workflow and asset preparation, collaborating with internal artists for optimal workflow and results.
- Creating all promotional material for Love and Pies, pre-soft launch, soft launch and for global launch.

UA Marketing Artist at Kolibri Games, Berlin

August 2019 — October 2020

- Leading and setting up a functional weekly sprint pipeline for artists and managing the expectations of the marketing department
- Creating promotional videos and banners for the leading idle games Idle Miner Tycoon and Idle Factory Tycoon

Marketing Designer at Goodgame Studios, Hamburg

May 2019 — July 2019

- Creating promotional banners and videos for high profile networks and platforms for the games Strike of Nations, Empire and Big Farm

Junior Designer Marketing at Goodgame Studios, Hamburg

February 2018 — May 2019

- Creating banners sets and videos for big named titles like Empire, Big Farm, and Skytopia
- Handling high priority tasks such as the promotional video for the major marketing campaign of the Fury Blade expansion, in collaboration with AWE me

UA Creative Assistant at Miniclip, London

October 2017 — January 2018

- Creating graphic assets and promotional videos for 8 ball Pool that were displayed on different platforms
- Editing existing content to match the requirements of each advertising platform

- Brainstorming concepts and managing the production scheduling for them

Production Assistant at Miniclip, London

May 2017 — October 2017

- Creating graphic assets for promotions on the site and ad campaigns
- Managing promotions and relationships for the gaming website with prestigious clients
- Partially managed the budget allocation and placement of key banners on the website

Lead Designer/Artist at EmberWulf Studio, Remote

November 2015 — May 2017

- Created the game design and core loop for Rock God Tycoon which was shipped on Steam
- Created the in game artwork and promotional artwork, capturing the aesthetic and tone of the rockstar lifestyle
- Created the diegetic UI and UX



EDUCATION



Bachelor's Degree, Animation, University of Central Lancashire

October 2013 — May 2016