

NICOLAS VANA

TECHNICAL GAME DESIGN | COMBAT DESIGN | PROJECT MANAGEMENT

CONTACT

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[Linked In](#)

PROJECTS

→ [Portfolio](#)

EDUCATION

Master of Arts

MultiMedia Art
Management and Producing
FH Salzburg
Oct 2022 - Sep 2025

Bachelor of Science

MultiMedia Technology
Game
FH Salzburg
Sep 2019 - Jun 2022

KEY SKILLS

Combat Systems
Enemy Design
Prototyping and Scripting
C# | C++
Unity
Project Management
Multidisciplinary Teamwork
Worldbuilding (Narrative)

LANGUAGES

Bilingual communication –
English and German

A2 Japanese
A2 French

PROFILE

Creative and technically minded **Game Designer** specializing in **combat systems, enemy design, and rapid prototyping**. Skilled at building coherent mechanics and balancing engaging encounters while ensuring smooth production pipelines. Experienced in leading teams, managing cross-department collaboration, and driving projects from concept to final implementation. Open to diverse roles in game design, with a passion for projects that challenge both creativity and technical problem-solving.

WORK EXPERIENCE

Lead Game Designer and Co-Founder

reignite games | Aug 2022 – Sep 2025 | Project: “Panta Rhei”

- Directed the flagship game project for pre-production.
- Designed and prototyped a coherent player combat system and 4 time-manipulation based core game mechanics.
- Responsible for the entire enemy production pipeline, managing 7 team members from different departments. (From concept to finished enemy)
- Implemented 9 different enemies with distinct enemy behaviors and attack patterns.
- Designed, implemented and managed 3 boss fights within a 6-month sprint from scratch to finish.
- Implemented and tweaked >100 game assets including audio, 3D-models, animations, VFXs in Unity.
- Directed scrum meetings and supported project- and team management.
- Oversaw the entire playtesting pipeline and managed incoming bugs and feedback via Airtable.
- Navigated the ambiguity, complexity and uncertainty of founding a video game studio startup.

Puzzle Game Design Intern

ClockStone | Aug 2021 – Mar 2022 | Project: “LEGO Bricktales”

- Concepted and designed >15 Lego building puzzles.
- Prototyped and iterated >25 Lego building puzzles in Studio 2.0 and in Unity.
- Managed playtesting pipeline and incoming feedback from >10 different playtesters.