

MARTIN MITKOV

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Prague, Czech Republic

mmitkov.eu

Skills

- **ENGINES:** Unreal; Unity; Godot; Proprietary engines (Warscape, Anvil)
- **DESIGN TOOLS:** Miro; Figma; Excel; Visual Scripting Tools; Spine 2D; Adobe Creative Suite, Photoshop, Illustrator; Blender
- **PUBLISHING EXPERIENCE:** AppStore; Google Play; Steam

Experience

DESIGN DIRECTOR	<u>VICTORIA VR</u>	07.2024 - 07.2025
<ul style="list-style-type: none">• Prototyping activities in VR: spell casting, navigation, parkour elements and more.• HLD for <i>Magic Madness</i> and <i>CQ8</i>, including GDD, monetization and progression systems design.• Support for character art department with design breakdowns.• Mentoring for programmers and QA transitioning into designers.		
LEAD GAME DESIGNER	<u>BLANKHANS</u>	10.2023 - 07.2025
<ul style="list-style-type: none">• GDD design and mission design documents related to open world progression• Open world gameplay and social systems design and implementation in Blueprints• CCC tuning, animation tweaks and general combat adjustments.• Social and narrative systems design and implementation.		
LEAD GAME DESIGNER	<u>KEYURU GAMES</u>	06.2022 - 09.2023
<ul style="list-style-type: none">• GDD design as per stakeholders input, supervising design workload and execution on the projects.• Communication and updates on development with stakeholders.• Managing designers across multiple projects dependent on the company's current workload.• Designers mentoring, aiming to clear the skill gradient gap.		
GAME MASTER (DESIGNER & PRODUCER)	<u>DECA GAMES</u>	03.2021 - 06.2022
<ul style="list-style-type: none">• Producing monthly LiveOps updates for <i>Hero Hunters</i>, <i>Kill Shot Bravo 2</i> & <i>Almost a Hero</i>.• Supervising the design work on the updates and making sure IAPs are well tuned.• Working closely with the management, CS and PEX department to ensure player satisfaction. Player engagement on socials.• Supervising and executing biweekly releases in the respective store consoles. Team management in Jira for 3 small teams.		
GAME DESIGNER	<u>THE CREATIVE ASSEMBLY</u>	08.2017 - 08.2020
<ul style="list-style-type: none">• Gameplay systems design <i>Total War</i> games <i>Rome 2</i>, <i>Thrones of Britannia</i> and <i>Troy</i>• Combat balance, 3D character models procedural generation support. Translating historical research to gameplay systems.• FTUE and on-boarding features for <i>Troy</i> and <i>Rome 2</i>• UI and UX integration and partial design for <i>Rome 2</i>		
GAME DESIGNER	<u>FREELANCE (VARIOUS PLATFORMS)</u>	07.2015 - 08.2017
<ul style="list-style-type: none">• Game Design and Production for various indie game projects: GDD, game pitching, LiveOps strategies.• UI & UX design and implementation.• Progression systems design for geolocation game <i>Maguss</i>.• Narrative design for a platformer game and a 3D action game which didn't make it to development.		
PRODUCTION MANAGER	<u>CRAZY LABS (EX TABTALE)</u>	06.2014 - 07.2015
<ul style="list-style-type: none">• Producing fortnightly releases of kids' games and their reskins.• Team supervision for 30+ designers, animators, programmers and QA separated into several production teams.• Studio management related to hires, logistics and work materials.• Ideation and prototyping for certain edge-case scenarios (compatibility issues for older games).		

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Experience

EVENT SCRIPTER

UBISOFT

08.2013 - 07.2014

- Visual scripting and event design in engine aiming to create engaging scripted events in *Assassin's Creed: Rogue*.
- Working closely with the game designers, level designers, animators, programmers, testers and other event scripters.
- Defining an approach to storytelling, general historical research and applying practices from other mediums.
- Playtesting and advocating design decisions to make sure the alignment persists across departments.

GAME PRODUCER

GAMELOFT

09.2010 - 03.2013

- Producer for titles *9MM*, *Let's Golf 3DS* and *World at Arms*.
- Managing a production team of 30+ across multiple departments and locations.
- Communicating with project stakeholders (HQ) in France.
- Post-release support (LiveOps) for *World at Arms* because of its success.

Education

BACHELOR OF SCIENCE

UNWE

2003 - 2007

- Bachelor in Political Science

Soft Skills

COMMUNICATION

- Interpersonal: Production empathy; Conflict management; Team profiling.
- Attitude: "Can-do" approach; Goal-oriented thinking; Data-driven decision making.

TEAM MANAGEMENT

- Mentoring junior colleagues, organizing design events like reverse engineering and design contests.
- Managing diverse and remote teams from various locations and time slots.

ADAPTABILITY

- Openness to learning new software, tools, approaches.
- Constant interest and research into gaming trends, technologies and figures.

Personality

- Non-smoker and non-drinker; cycling and hiking enjoyer.
- Music player and producer with media training.
- Avid gamer on console, handheld, mobile and PC, single and multiplayer. Playing, researching and designing board games.

FAQ

BIGGEST ACHIEVEMENT

- Working on *Rome 2*, designing and implementing the Intrigue Actions and the Family Tree feature.

A TOUGH MOMENT

- *Rome 2* review bombing because of unintentional calculation mistake.

PREFERRED GENRES

- Though I prefer some genres over others as a gamer, I like to not make this distinction as a professional. I'm eager to deep dive into new game aspects and work to the best of my abilities regardless of platform. That said, I enjoy fast, action games, gameplay over narrative. *PvP* and *Coop* are big drives for me as I believe human interaction can prolong a game's lifecycle.

Portfolio

THE REVIVAL OF ROME 2



- Unit assembly and combat balance for the **EMPIRE DIVIDED DLC**
- Translating historical facts to faction gameplay for the **DESERT KINGDOMS DLC**
- Generals' skill trees redo (adding options and tiers) for the base **ROME 2** game
- Design and implementation of the *Family Tree* feature in the **ANCESTRAL UPDATE**:
 - Design of political gameplay actions inspired by real world history
 - Implementation of the feature to synergize with the legacy gameplay systems
- Gameplay mechanics inspired by historical research for the **RISE OF THE REPUBLIC DLC**



ACCESSIBILITY & ECONOMY FOR TROY



- First time user experience and ingame encyclopedia design and implementation
- Design for **Agamemnon's** faction mechanic based on historical research:
 - Translating the Minoan society structure to gameplay
 - Consistency balance for items and retainers based on the historical setting
- Design for **Aeneas'** faction mechanic based on popular fables:
 - Taking inspiration from the Aeneid for personal actions and attributes
 - Establishing Aeneas' faction as a precursor to the Rome 2 (Rise of the Republic)

EXPANDING ON THRONES OF BRITANNIA



- Design and implementation for the **LORDS AND ESTATES** update:
 - Patching the influence mechanic which was too one-sided at release
 - Design of the **Estates** feature, leading the way for future DLCs
- Research and conception for additional game expansion (never released):
 - Expanding on the map and changing the historical period based on research
 - Doubling down on the aesthetics of the period and their flavor with new units, buildings and faction mechanics.

GAME DIRECTION FOR MAGIC MADNESS



- Design for progression and gameplay systems in VR environment:
 - Figuring out the limits and requirements of the **VR** medium
 - Team management and mentoring for designers, programmers and artists
 - Working within **UNREAL 5** with **Blueprints** to balance and expand on the action
- Supervision for level design aspects
- Design and implementation for **consumables** and **power-ups**
- Acquiring and facilitating peer data through internal and external playtests



REDESIGN FOR CQB



- Rework for the current shooting mechanics (not released):
 - Adding **more weapons** and player actions like kick, gradual door opening
 - Additional challenge modes
 - AI looks and behavior tuning
- Level design syncs for reiterating on pacing, balance and difficulty
- Design for meta progression related to leaderboards
- Playtesting competitive titles and working with real-life weapons for consistency

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Portfolio

ENGAGING EVENTS IN AC: ROGUE



- Scripting engaging events within **Anvil**, the proprietary Ubisoft engine
- LUA script based visual programming
- Communicating across departments for consistency of the presentation
- **Playtesting** and iterating on level, mission and character design aspects:
 - Events implementation from animators and mocap artists
 - Creative input on framing, pacing and difficulty aspects
- Historical research for consistency and realism to the period



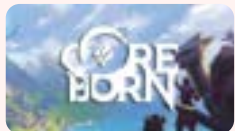
MANAGING LIVE OPS



- **LiveOps** and content planning for **Almost a Hero** and **Hero Hunters**:
 - Redo of previous events with a fresh coat of paint and mechanics
 - Roadmap strategizing with management and BI based on KPIs and player expectations
- **Gacha** calculator adjustments and supervision based on cohorts and A/B tests
- **Releasing updates** on the AppStore and GPlay each two weeks
- Supervising **character design** for each new hero release (once a month):
 - Taking community feedback into account (Q&A, engagement on socials)



SYSTEMS DESIGN FOR COREBORN



- Design and implementation of **open-world systems** for an indie MMO in **Unreal 5**:
 - Design for progression, world building and narrative systems
 - Tuning of animations and particles in **Animation Player** and **Niagara**
 - Implementation and tuning for blueprint systems (**3C**, **AI behaviors**)
- Meta progression design:
 - Social event systems, unlocks and pacing for adventures (limited events).
 - Working with creatives on world building, level design and narrative aspects.



FORTNIGHT RELEASES WITH CRAZY LABS



- **Production Management** for game reskins and new releases on a tight schedule
- **Studio Management** for the Serbian branch
- **Team management** for 20+ programmers, artists and designers
 - Organizing office supplies
 - Team building, wellness and learning activities
- Setting release priority based on KPIs and team availability
- Concepts for new games and mechanics with the team



INDUSTRY START WITH WORLD AT ARMS



- **Producing** the whole development of the title from concept to gold
- Design input for specific game design aspects related to expectations
- **Team management** for 30+ programmers, artists and designers
- Communication with external teams (stakeholders, QA and localization)
- Competitor research through gameplay and reverse-engineering
- **LiveOps** support for the first few updates of the title
- Figuring out and committing to game feel based on trends and expectations

