Fabian Falk.

Game Designer & Developer

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Senior Game Designer with nearly a decade of experience across AAA and independent game development. My background spans gameplay and systems design, technical design, loot, economy, progression, gameplay scripting, and feature implementation. Experienced in taking features and mechanics from concept through implementation and iteration, and leading small groups of designers and developers through production.

SKILLS

- **Game Design:** Gameplay Design, Systems Design, Technical Design, Economy & Progression, Level Design, UX
- **Production & Leadership:** Feature Ownership, Team Leadership, Prototyping, QA, Playtesting, Tool Development, Agile Methodology
- **Engines & Tools:** Unreal Engine (Blueprints), Unity, Godot, Git, Perforce, Confluence, Jira, Miro, Blender
- **Technical:** C#, Python, GDScript, Visual Scripting, Gameplay Scripting

EXPERIENCE

Independent Game Developer — Aug 2025 – Present

Project: To Dig, Son

- Developing the game independently, handling game design, programming, narrative, audio, and asset creation.
- Designing, implementing, playtesting, and refining gameplay systems and content throughout development.
- Launched the game's Steam page and continue to develop and test it for release.

Avalanche Studios Group — Nov 2017 – Aug 2025

Experienced Game Designer — Feb 2021 – Aug 2025

Project: Unannounced Open-world AAA Game

- Designed and implemented features and mechanics while building supporting tools to facilitate content creation and tuning.
- Led small developer teams in implementing loot systems and open-world activities, coordinating design, scripting, and iteration throughout production.

Associate Game Designer Nov 2019 – Feb 2021

Project: Contraband

- Designed the game's loot, economy, and progression systems, including how rewards were earned, valued, and distributed.
- Created and maintained the Game Design Documentation (GDD) structure used across multiple teams and disciplines, ensuring consistency in design documentation.

Graduate Game Designer Apr 2018 – Nov 2019

Project: Rage 2 & DLCs (Rise of the Ghosts & TerrorMania)

- Designed and implemented location-based objectives, interactable objects, loot systems, and open-world activities, taking features from prototype through production.
- Developed gameplay features for the Rise of the Ghosts and TerrorMania DLCs, owning the process from design through implementation and release.

Game Design Intern Nov 2017 – Apr 2018

Project: Rage 2

- Built gameplay features and tools enabling other disciplines to create and iterate on content more efficiently.
- Designed and implemented open-world activities and loot-related features in close collaboration with level design and content teams.

Foreign Gnomes (Parallel Consultancy) Nov 2018 – Mar 2025

Game Design Consultant

Project: Everhood & Everhood 2

- Contributed to gameplay and combat design, UX, and player flow on Everhood and Everhood 2 alongside my full-time AAA role.
- Ran multiple playtests and delivered structured feedback in writing and recorded sessions.
- Worked directly with the team to identify pacing issues and confusing interactions, proposing changes to address them.

EDUCATION

Futuregames 2016 – 2018

Game Design Student

- Two-year game development program taught by industry professionals.
- **Key Coursework:** Game Design, Level Design, Scripting, QA, Cognitive Science, Project Management, Agile Development, and UX

Nacka Strands Gymnasium 2013 – 2016

Game Design Student

- **Key Coursework:** Game Design, Level Design, Scripting, QA