

NIKOLAS PANTELIDES

GAME DESIGNER

DETAILS

ADDRESS

Salt Lake City, UT
United States

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LINKS

[LinkedIn](#)

[Website](#)

SKILLS

Microsoft Office

Mission Pacing

Co-op Gameplay

Combat Encounters

Rapid Prototyping

Documentation

Objective Focused

Visual Scripting

Paper Design

UE 4/5

Unity

Proprietary Engines

Jira / Confluence / Miro

Miro

Microsoft Office Suite

Adobe Creative Cloud

REFERENCES

Dylan Barker
cydereal@gmail.com

Eric Maloof
emaloof@blizzard.com

PROJECT EXPERIENCE

Mission / Enemy Designer, Blizzard Entertainment

Overwatch 2

Aug 2022 — Jan 2024

- Technical scripting for PvE and PvP game modes including:
 - Story missions, Event modes, Hero Mastery systems, and updated Practice Range
- Owned design and led iteration for multiple enemy units from creation to completion
- Shipped design for the Orisa Beast in *Battle of the Beasts* game mode
 - Including paper design, comprehensive documentation, and implementation
- Scripting for *Hero Mastery* game mode systems
 - Created Event, Hero, and Lifetime challenges alongside UX support

Junior Mission Designer, WB Games Avalanche

Hogwarts Legacy

Aug 2021 — May 2022

- Owned and shipped the *Treasure Map* quest line
 - Collaborated with Narrative teams to create engaging story lines within *Treasure Map* quests
- Worked in both Unreal and Mission Editor GUI to design, implement and bug fix mission gameplay
 - Including NPC pathing and mission requirements
- Quickly iterated on feedback from both Design Leads and Production requests
 - Actively provide solutions to arisen instances of issues

QA Tester, WB Games Avalanche

Hogwarts Legacy

Sep 2019 — Mar 2021

- Created documentation for first 6 hours for game completion metrics
 - Maintained spreadsheets in Excel of level of mission completeness
- Communicated feedback with developers about intended design and possible changes when bugs were discovered
- Understanding of milestone and project deadline schedules within a AAA multi-platform studio title release

EDUCATION

Master of Entertainment Arts and Engineering, University of Utah

2020 — 2022

Bachelor of Film and Media Arts, University of Utah

2015 — 2019

GRADUATE PROJECT EXPERIENCE

Lead Game Designer - Ottercide Studios

La Villa de la Muerte

Sep 2021 — May 2022

- Blueprint scripting, iteration, and ownership of project design vision
 - Including Level, Gameplay, and Enemy designs
- Created and maintained multiple sublevels of Villa space in Unreal 4
- Design documentation of puzzles and architectural structure of each level