

Nico Wiessner

- Game Designer -
Meckelfelder Weg 30b
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www.changerslair.de

Application Documents



Date of Birth: 27th July 1979

Place of Birth: Weimar, Thuringia

Family stand: unmarried

Nico Wiessner
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CURRICULUM VITAE

Working Experience

Jan. '14 - Dec. '15

Cloud Prophets
Hamburg

Game Designer / Game Balancer

- Development of gamification mechanisms for a web portal
- Documentation of results incl. tables, graphics and mock-ups

Jul. '13 – Dec. '13

Looking for work, target: Full-time contract in Gaming-Business

Oct. '11 - June '13

Goodgame Studios
Hamburg

Game Balancer

- Conception, development and documentation of game mechanisms
- Analysis and optimizations of values and formulas
- Monetization
- Development of small tools for analysis and simulations (PHP)

Jan. '11 – Sep. '11

Looking for work, target: Full-time contract in Gaming-Business

Nov. '08 – Dec. '10

tibor e.V.
Weimar

Project Lead

- Develop and establish workflows for testing IT hardware
- Establishing organizational structures incl. a protocol system

July '08 – May '09

Lundström IT-Service
Weimar

Programmer

- Analysis, planning, implementation and maintenance of a few simple controlling web sites
- MSSQL, ASP, HTML, CSS, JS

March '08 – June '08

Looking for work, target: Full-time contract in IT-Business

Sep. '06 – June '07

Looking for work, target: Full-time contract in IT-Business

Nov. '00 – Aug. '01

Military service
Nienburg

Staff duty soldier

- Organisational and administrative tasks in headquarter and staff area

March '00 – Oct. '00

Schering PG
Jena

Electronics technician

- Maintenance and repairing of electronic components
- Installation and adjustment of sensor systems

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Education

July '07 – Feb. '08
Tibor GmbH
Weimar

IT Specialist for administration (IHK)

- Conception and organisation of IT infrastructure
- IT-Security and networks
- Managing active directory, Mail servers etc.

Oct. '02 – Aug. '06
University of applied
sciences Erfurt

Bachelor of Computer Science

- Media-informatics
- IT-Basics, Programming, Digital technologies
- Software-Engineering
- Project management

Thesis: „Automatic acquisition of system information in local networks“

Aug. '01 – May '02
SBSZ Göschwitz
Jena

Advanced technical certificate, Common technologies

Sep. '96 – Feb. '00
Schering PG
Weimar, Jena

Industrial electronics technician

- High quality workflows
- Expert knowledge in electronics
- Logic and digital technologies

1986 – 1996
C.-A.-Musäus-School
Weimar

Secondary school certificate

(School was renamed in 1989, former. POS Erhart König)

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Knowledge and Abilities

Basic Knowledge

- Programming, Algorithms
- C/C++, Java, Perl
- Visual Basic, ASP
- XML
- MS Word, Power Point
- MediaWiki, Confluence
- Jira, Hansoft

Advanced Knowledge

- HTML, CSS, Javascript
- jQuery, jQuery UI, AJAX
- PHP & MySQL
- MS Excel
- Electronics, Digital technologies
- 20+ Years Online-Gaming

Languages

- German (Mother tongue)
- English (Good)

Other

- Driving licence, Class 3


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„Big Farm“
Goodgame Studios

„GG Gangster“
Goodgame Studios

„Unofficial Project“
Cloud Prophets

„Projekt EDUBUNTU“
tibor e.V.

REFERENCES

Game Designer / Game Balancer

- Conception of a tracking system
- Development of event mechanisms
- Development of a small analysis backend
- Development of a documentation system with automated centralized acquisition of data

- Development of a small analysis backend
- Development of a combat simulator with database access
- Optimization of balancing documentation
- Redesign:
 - Combat system
 - Item system
 - Extended item system
 - Content generation with automatic scaling of difficulty
 - Preparation of a dynamic achievement system
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- Conception of UI/UX parts
- Documentation incl. mock-ups, tables, lists and formulas
- Conception of early game incl. tutorial
- Research about player motivation
- Conception of long-term game mechanisms

Project Lead

- Conception of production workflows
- Conception of a protocol system
- Administration of personal data
- Organisation of resources (incoming and outgoing)
- Supervision and guidance of project participants