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[Portfolio](#)

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## **Work Experience:**

**Senior Level Designer at Fishlabs, 05/05/2025 - present**

**Project(s):** 2x unannounced and canceled projects.

- Level design and gameplay scripting

**Senior Level Designer at Walker Labs, 01/01/2024 - 30/04/2025 (bankruptcy)**

**Project(s):** OPEN

- Level design and gameplay scripting
- Multiplayer game mode design
- Mentoring Junior Level Designers

**Senior Level Designer at Fishlabs, 01/08/2023 - 01/01/2024 (laid off)**

**Project(s):** 2x unannounced and canceled projects.

- Level design, gameplay scripting and mission scripting
- Mentoring Junior Level Designers
- Temporary Lead Level Designer for vision building together with Directors and leads

**Lead simulation designer (contractor) at Pixaera, 01/04/2022 - 31/12/2022**

**Project(s):** Various VR safety simulation modules

- Leading the design and scripting of the modules
- Fleshing out the narrative and writing dialogue for said simulations

**Simulation designer (contractor) at Pixaera, 15/07/2021 - 01/04/2022**

**Project(s):** Various VR safety simulation modules

- Sequencing, design and scripting

**Level- /Technical Designer at The Outsiders, 01/01/2020 – 01/04/2022**

**Project(s):** Metal: Hellsinger

- Level design feedback and improvements of existing layouts
- Designing new levels from concept to ship
- Designing and scripting gameplay, missions, AI encounters, and boss fights
- Designing tools and workflows
- Internal workshops and tutorials
- Communicating with outsource partners

**Simulation designer (contractor) at Pixaera, 01/12/2019 - 01/03/2020**

**Project(s):** Various VR safety simulation modules

- Sequencing, design and scripting

**Level Designer/Scripter at MachineGames, 01/09/2019 – 23/12/2019**

**Project(s):** Unannounced project

- Research and development of the new scripting system in IdTech 7
- Support in establishing the new level design pipeline
- Pre-production

**Producer at MachineGames, 01/03/2018 – 01/09/2019**

**Project(s):** Wolfenstein: Youngblood

- Overseeing and managing the environment art, level design, lighting and vfx department
- Defining milestones in accordance with other producers and the publisher
- Identifying blockers and facilitating solutions
- Face to face conversations, coaching and assistance for peers

**Level Designer/Scripter at MachineGames, 01/08/2015 – 01/03/2018**

**Project(s):** Wolfenstein: Youngblood; Wolfenstein: The New Colossus

- Gameplay Scripting, mission design, layout- and design work
- Support in integrating visual scripting language into IdTech6

**Freelancer at Bethesda Softworks, 01/12/2014 - 31/05/2015**

**Project(s):** Wolfenstein: The Old Blood

- Sanitization work

**Freelancer at Deck 13, 01/06/2014 - 01/10/2014**

**Project(s):** Lords of the fallen

- Support in content integration and testing

**Freelancer at Bethesda Softworks, 15/01/2014 - 31/03/2014**

**Project(s):** Wolfenstein: The New Order

- Sanitization work

**Freelancer at Limbic Entertainment, 01/12/2013 – 28/02/2014**

**Project(s):** Might and Magic X: Legacy

- Game design, balancing and testing

**Intern at Deck 13, 29/07/2013 – 20/09/2013**

**Project(s):** Lords of the fallen; Tiger and Chicken

- Support in game design and puzzle design
- Support in QA in various phases

**Education:**

**Darmstadt University of Applied Sciences, 10/2012 – 09/2016**

- Bachelor of Arts in “Animation & Games”

**Skills:**

- Native German
- Business level English
- Senior level scripting and greyboxing in IdTech, Unreal, Unity and Fledge Engine
- Senior level mission and objective scripting
- Senior level technical design and blueprints
- Junior level programming in C++. C#
- Junior level 3D art in Blender, Houdini