

Christian Reichel

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[Portfolio](#)

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Work Experience

Senior Level Designer at Fishlabs: 05/05/2025 - present

Project(s): Teardown: Relics of Barkuna DLC; 1x unannounced and canceled project

- Level design and gameplay scripting (DLC)
- Puzzle design (DLC)
- Temporary Lead Level Designer for leading the design team through the project (DLC)
- Leading mission design (unannounced project)

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 and business level English
- Level Design and Gameplay Scripting in Unreal, IdTech, Unity, Fledge Engine and Teardown
- Mission & Quest design and implementation