Anne Zarnecke
Game Designer & Writer

Telling powerful stories through mechanics to create meaningful game experiences.

Professional Experience

Mad About Pandas | 2018 - present

■ Unannounced Adventure Title | 2020 - present
Game Design Director & Narrative Designer

- Creating and maintaining a game design wiki
- Designing core mechanics
- Creating and iterating on systemic designs
- Creating several pitch documents as well as copy writing
- Involved in pitching and presenting the project to potential investors
- Collaborating with the Creative Director to define the overarching gameplay experience, from level design, narrative to systemic design
- Supporting world and IP building
- Creating a mockup dialogue system in Unity
- Creating narrative sidequest content

■ Unannounced VR Title | 2020 - present
Game Design Director

- Creating and maintaining a game design wiki
- Communication with external stakeholders about design implementation
- Defining UX experience
- Designing and iterating on player controls
- Creating interaction designs
- Providing playtest support

■ Hitchhiker - A Mystery Game | 2018 - April 2021 (Shipped)
Game Designer & Narrative Designer

- Creating and maintaining a game design wiki
- Puzzle design, from conception to overseeing implementation in Unity
- Creating several pitch documents as well as copy writing
- Creating, populating and maintaining narrative and event graphs in Unity
- Bugfixes and design iteration according to QA and playtest feedback

Education

UE Berlin — B.A. Game Design

Thesis: „Mechanics in (E)motion - How can we create an emotional design framework for linear Single-player games?"

Final grade: 1,7

You can find more information about me and my personal work through my website!

Skills

Design

- Writing and maintaining design documents
- Overseeing processes and maintaining vision
- Prototyping game features
- Strong understanding of player demographics, trends and player behavior
- Passionate about emotional and systemic design
- Experience with visual scripting
- Creative writing and copy writing
- Pitch creation and presentation

Personal

- Desire to learn and evolve design skills
- Fast learner
- Quick adaption to new tools
- Autonomous and self-organized
- Strong communication skills
- Experience in leading and managing a team
- Good understanding of agile

Software

- Atlassian Toolset
- Adobe Toolset
- Unity Engine
- Cinemachine
- Bolt Visual Scripting Tool
- Flow Canvas Visual Scripting Tool
- Unreal Engine
- Unreal Blueprints