

Anne Zarnecke

Holistic Game Designer with a focus on systemic design and +7 years of experience shipping complex games across systems, mechanics and content. Experienced in leading cross-disciplinary teams and driving features from concept to release. Focused on emotionally grounded, player-centric gameplay.



Visit my [LinkedIn profile](#) or check out my [personal portfolio](#) for more details!

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?“

Capabilities

Design Skills & Tools

- Player-centric systems and behavior modeling
- Writing clear, actionable design documentation
- JSON-based content authoring
- Creating UI mockups in **Figma**
- **Unreal Engine 5** (Novice)
- **Unity** (Proficient)
- Using **Git**-based version control

Soft Skills

- Effective communicator with a focus on clarity and alignment
- Strong at managing roadmaps, timelines and dependencies
- Experienced in leading cross-discipline teams
- Skilled in agile workflows

Languages

- English (fluent)
- German (native)

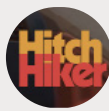
Shipped Titles



Seed (Early Access), 2026
Klang Games



Hitchhiker VR, 2022
Mad About Pandas



Hitchhiker, 2021
Mad About Pandas

Experience



Klang Games

Game Designer for Seed | 2021 - present

- Leading a cross-discipline feature team in designing systemic features for a multiplayer lifsim
- Owning feature development, from concept to implementation in Unity using internal tools
- Defining gameplay vision in collaboration with product leads and stakeholders
- Pitching and iterating on features based on player research and external playtests



Mad About Pandas

Game Design Director for Yerba Buena | 2020 - 2021

- Led core systems development
- Developed gameplay vision with the Creative Director
- Prototyped key features in Unity
- Created and pitched concept decks to investors and stakeholders

Game Design Director for Hitchhiker VR | 2020 - 2021

- Directed features and iteration for the Meta Quest version of Hitchhiker
- Led a 5-person team and iterated the design based on playtest feedback

Game Designer & Narrative Designer | 2018 - 2020

- Collaborated with the CEO and Creative Director to develop the design vision
- Iterated features based on team feedback and playtests
- Designed and prototyped branching quests and dialogue structures in Unity
- Supported early ideation and design planning during pre-production