



# Nick Gehl

## Game Designer

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### Skills

**Design :** System Design • Game Balancing • Core Mechanics • System Modeling • Rapid Prototyping  
Economy Design • Progression • Crafting Systems • Procedural Design • Reward Structures  
Level Design • Design Documentation • Playtesting • Pacing

**Tools :** Unity • Unreal Engine 5 • C# • Unreal Blueprints • Unity Visual Scripting • Excel • SVN • Custom Engine  
Wwise • Perforce • Adobe Photoshop • Machinations.io • Logic Pro X • Pro Tools

### Projects

#### Malice in Wonderland (Unreal Engine) - Team Size: 24

*Assistant Game Director / Technical Level Designer*

*September 2024 – Present*

- Balanced player progression and procedural encounter pacing using Excel model & Unreal Engine data tables
- Designed rules and wrote documentation for procedural level system and level creation pipeline
- Concepted, whiteboxed, and implemented 12 levels with the goal of creating engaging player movement
- Lead 3 level system refactors to enhance environment artist workflow without disrupting health of the build
- Maintained project's creative vision by supplying constant feedback to interdisciplinary team of 24

#### Heroic (Live Service Model) - Solo

*System Designer*

*September 2025 – December 2025*

- Designed reward pacing and retention loops for a progression system targeting 1000+ hours of engagement
- Modeled a player economy with an emphasis on resisting inflation and enabling monetization in Excel
- Developed social systems focused on promoting players to create new connections

#### Big Gun Critters (TTRPG) - Solo

*Narrative System Designer*

*January 2025 – April 2025*

- Concepted and developed a complete TTRPG system focused on heist planning and power fantasy
- Created a humorous game world fitting the game's narrative and mechanical flavor
- Crafted in-game reward structures to incentivise a generous and pro-social style of play

#### Dine N' Bash (C++ Custom Engine, Published on Steam) - Team Size: 9

*System Designer*

*January 2024 – May 2024*

- Balanced a score system using Machinations.io to foster players feeling achievement and light challenge
- Developed design tools for multidisciplinary team of nine to expedite the creation of game levels using Excel
- Created concise and visual design documentation to convey game mechanics to technical team
- Implemented all encounters for the game's three levels using JSON

#### English is Hard\_ (Unity, Published on Steam) - Team Size: 3

*Content Designer / Technical Designer*

*January 2023 – April 2023*

- Developed and implemented game UI, music, and animations using the Unity editor & Visual scripting
- Collaborated with small team to rapidly prototype, and polish game mechanics within milestone deadlines
- Conducted observational playtests with experienced and first-time users to iterate on core game mechanics

#### Idle Alchemist (Unity) - Solo

*May 2024 – August 2024*

- Designed progression, crafting, and economy mechanics to endure over 100 hours of gameplay
- Conducted market research to understand player expectations in the idle game genre
- Implemented all gameplay elements using C#

### Education

DigiPen Institute of Technology

B.A., Game Design, 3.7 GPA

**Graduating Spring 2026**