

TONI WINKLER.

Game & Level Designer

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EXPERIENCE

January 2025 - Now

Star Trek™: Voyager® - Across the Unknown at gameXcite | Game Designer & Scripter

Strategy, survival game (Multiplatform, Teamsize: 30+)

- Designed, wrote and implemented the ship management quests
- Contributed to the design of several features and oversaw their implementation
- Scripted, fixed and iterated on over 20 questlines and events of various sizes
- Wrote documentation and guidelines for other scripters and designers
- Responsible for 5 main missions and several side missions during the last year of development
- Implemented and maintained over 30 points of interests and ship quest events
- Contributed in polishing the first user experience and fixed major issues of demo versions

June 2024 - August 2024

Two unannounced projects at PainDevs | Level Designer & Puzzle Designer

A mobile puzzle game and a fun racer for PC

- Contributed to the process of finding and defining the theme of the mobile puzzle game
- Designed, iterated and implemented over 50 puzzles and 2 level blockouts
- Refined the progression according to playtests and requirements like difficulty, theme, features, solution type
- Set up a list of required analytics for balancing purposes for the mobile puzzle game
- Helped out with a range of production and art tasks
- Maintained documentation

April 2024 - May 2024

The Three Axis Problem (Final Thesis)

Puzzle platformer in complex geometry (Solo Project)

- Designed all systems and cut unbeneficial features to keep the focus on level design
- Designed puzzles and implemented them to achieve a well-rounded progression while keeping player guidance in mind
- Organized regular playtests and integrated the feedback
- Scripted movement constraints, camera behaviour, gravity cube and interaction system, respawn system, level loading, sound settings via blueprints
- Achieved full points for this project

April 2024 - May 2024

Godly War and Ruins | System Designer

Action hack'n'slash (Team Size: 11)

- Designed and iterated movement system, ability system, gem system and the enemy AI
- Balanced the abilities, movement, enemies and gem drop chances according to playtest results
- Created and maintained the backlog
- Set up and maintained the documentation (wiki)
- Created and implemented intro and outro cinematics as well as scripted their logic
- Scripted and implemented the enemy health bars

June 2023 - August 2023

Unholy Tactics | Design Lead, System Designer & Economy Designer

Turn based strategy (Team Size: 11)

- Designed Ability system, progression system and the systems for perks and leveling up
- Balanced all abilities and units values to achieve a meaningful progression
- Conducted and reviewed regular playtest sessions and documented and integrated the feedback
- Created 2 new levels and iterated a 3rd level to fit the requirements better
- Maintained the documentation

EDUCATION

2022 - 2024

Game Developer (Degree: Staatlich anerkannter Game Developer)

S4G School 4 Games, Berlin, Germany

2010 - 2018

Diploma in fine arts and Advanced studies under the mentorship of Carl Emanuel Wolff

Hochschule für bildende Künste, Dresden, Germany

2014 - 2015

Erasmus Grant for two semesters

Akademia Sztuk Pięknych w Warszawie, Poland

2007 - 2009

Advanced technical college certificate

ESB mediencollege gGmbH, Dresden, Germany

DESIGN SKILLS

- System Design
- Level Design & Spatial Layout
- Economy Design & Balancing
- Progression System Design
- Prototyping & Iteration
- Puzzle Design
- Playtesting & Feedback Integration

LANGUAGES

German: Native

English: Advanced

Polish: Basics

TECHNICAL SKILLS

Software

Godot, Unity, Unreal, Adobe CC, Microsoft Office, Google Workspace apps, Perforce, Git, Github, SmartGit, GitLab, TortoiseHG, TortoiseGit

Programming Languages

GDScript, Blueprint Visual Scripting, C#, HTML, CSS

Project Management, Documentation

Jira, Trello, Confluence, Taiga

Design Tools

Adobe CC, Miro, Mural, Drawio, Penpot