

BALINT MARCZIN

PERSONAL DETAILS WITHHELD FOR SECURITY REASONS. PLEASE REACH OUT VIA THE BELOW:

[LinkedIn](#) · [Portfolio](#)

I am a Lead Designer with nearly a decade of industry experience, with a focus on team and project management, core gameplay, systems and multiplayer.
My background is unique as I turned from competitive gamer and modder to professional designer, while having content creation and esports side gigs throughout.

EXPERIENCE

JAN 2023 – PRESENT - TITAN QUEST II

LEAD SYSTEMS DESIGNER, GRIMLORE GAMES

I manage the System Design team, empowering the team to deliver their best work. This involves:

- Responsibility for core gameplay direction (combat, classes, enemies, etc)
- Direct guidance of team members
 - Kick-off, feedback and approval sessions
 - Monthly 1:1s for personalised career support
- Task and schedule management together with production
- Syncs and shared decision making with other leads and directors
- Enabling and championing active inter-departmental collaboration

SEP 2022 – DEC 2023 - TITAN QUEST II

PRINCIPAL SYSTEMS DESIGNER, GRIMLORE GAMES

I have created initial guidelines for the game's itemization system, and helped with improving the department's design processes, particularly around documentation and task tracking.

JAN 2020 – OCT 2022 - TOTAL WAR: WARHAMMER III

SENIOR DESIGNER, CREATIVE ASSEMBLY

I fully specialised in battle design, tackling areas like multiplayer, AI, and balancing.

- Domination multiplayer mode:
 - Responsible for design iteration and polish from an early stage.
 - Brought initial blockout maps to release-ready status together with env art, vfx, and audio teams.
- Battle AI design:
 - Worked on identifying and prioritising main focuses for launch
 - Assisted AI programmers with design feedback & process improvements, including designer tools.
- Battle balancing:
 - Coordinated work around bringing old races up to new standards.
 - Created several post-release balance updates with an equal focus on single and multiplayer, along with community-facing commentary.
- Cut multiplayer systems:
 - Designed a robust set of multiplayer systems, including server networking, player profiles and progression, social engagement systems, ranked play rewards and much more.
 - Unfortunately this work was cut and never saw the light of day, as other areas had to be prioritised.

SEP 2017 – DEC 2019 - TOTAL WAR: WARHAMMER II (DLC)**DESIGNER, CREATIVE ASSEMBLY**

I was responsible for a portion of a very wide array of game design areas on a day to day basis, including, but not limited to the below:

- Quest Battles (including level and narrative design)
- AI behaviours
- Skill trees
- Campaign mechanics
- Unit designs
- Agent actions
- Training new designers

OCT 2015 – SEP 2017 - HALO WARS 2**CORE DESIGNER, CREATIVE ASSEMBLY**

I designed the skirmish AI's behaviours, and set up its strategies in close collaboration with our AI team.

After launch, my work involved setting up units for new leaders, and further skirmish AIs. Towards the end of my time on the project my responsibility shifted towards balancing.

DEC 2014 – FEB 2016 - AGE OF MYTHOLOGY: TALE OF THE DRAGON**BALANCE DESIGN LEAD, FORGOTTEN EMPIRES**

Key role in early concepting and defining faction design for the Chinese civilization.

I was responsible for the balancing efforts and organising the balance team activities.

In addition, I handled public balance reports and patch summary posting and interacted with the community directly.

2011– DEC 2014 - MODDING - AGE OF MYTHOLOGY & HOMEWORLD 2**PROJECT LEAD**

As Project Lead of the Complex Enhanced mod for Homeworld 2, I oversaw the entire project's development, while focusing my own efforts on overall design and balance.

As Project Lead of the Age of Mythology Fan Patch, I gathered my first bits of experience interacting with a wide playerbase and implementing balance changes based on feedback and long term meta trends.

SKILLS & QUALITIES

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| <ul style="list-style-type: none">• Concise and clear communicator• Comfortable leading, managing and mentoring other designers• Willing and able to define design vision• Eager to collect feedback and iterate• Fast learner: worked exclusively with in-house tools for whole career• Comfortable with necessary crunch before releases, but against crunch culture otherwise• No ego: team's needs come before my own• Speaking English(native level), Hungarian(rusty, but native) and German(rusty, fluent) | <ul style="list-style-type: none">• Proficient with handling large data systems• Great at detailed documentation and creating in-house guides and processes• Some experience in every area of design(AI, UI, gameplay, units, level design, multiplayer systems, quests, balancing, pitches)• Some experience with agile dev management (Jira/Azure DevOps/Trello)• Some familiarity with scripting (custom visual / LUA), but not a focus• Experience with live streaming, video editing, and esports casting/hosting |
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