

Paulina Pabst

Game Designer

PaulinaHannahPabst@gmail.com • [linkedin.com/in/paulinapabst](https://www.linkedin.com/in/paulinapabst) • paulinap1105.wixsite.com/portfolio

Strengths

Specializing in **Content Design**, I bring expertise in **Feature-**, **Level-** and **Mission Design**. I'm excited to create unforgettable experiences together with a talented team.

Pro Active

I consistently anticipate challenges, take initiative, and drive results to exceed expectations.

Organization

I can drive projects to successful completion through strategic planning and execution.

Inquisitive

I actively seek knowledge, ask questions, and continuously explore new ideas to drive innovation.

Tools

Microsoft Office • Google Workspace • Confluence • Nuclino • Asana • Jira • Mantis • Miro • Unity Analytics • Git • Plastic SCM • Figma • Scrum • AI Workflows • Claude

Engines

Unity • Unreal Engine 4

Languages

Native German • Fluent English

Experience

Game Designer January 2026 - Today

Bigpoint GmbH Hamburg / Remote

Game Designer October 2022 - December 2024

rokaplay GmbH Darmstadt / Remote

Junior Game Designer January 2021 - October 2022

Tivola Games GmbH Hamburg / Remote

Game Design Intern July 2020 - September 2020

it Matters Games UG Berlin

Projects

Bigpoint GmbH

Skyrama Island Survival - Game Designer

January 2026 - Today | bigpoint.net/games/mobile/skyrama-island-survival

Involved Responsibilities:

Feature design • Game system development • UX optimization • Balancing • Level design • Content integration in Engine • QA

Engine / Platforms

Unity • Android, iOS

rokaplay GmbH

Sugardew Island - Your cozy farm shop - Game Design Lead

October 2022 - December 2024 | rokaplay.com/sugardew-island-your-cozy-farm-shop

Involved Responsibilities:

Feature and narrative design • Game system development • UX optimization • Balancing • Level and mission design • Content integration in Engine • QA

Engine / Platforms

Unity • PC, Switch, PlayStation 5

Tivola Games

Animal Hospital - Game Designer

June 2022 - September 2022 | tivola.de/animal-hospital

Involved Responsibilities:

Console porting feature design • Mission design • Publisher communication • QA

Engine / Platforms

Unity • Switch, PlayStation 4, Xbox one

Horse World - Show Jumping - Content Designer

April 2021 - September 2022 | tivola.de/horse-world-show-jumping

Involved Responsibilities:

LiveOps feature design • Contract company communication • Project approval management

Engine / Platforms

Unity • Android, iOS

Animal World: Animal Hospital - Content Designer

April 2021 - September 2022 | trophy-games.com/games/pet-world-my-animal-hospital

Involved Responsibilities:

LiveOps feature design • Contract company communication • Project approval management

Engine / Platforms

Unity • Android, iOS

Wildshade: Fantasy Horse Races - Level Designer

June 2021- February 2022 | tivola.de/wildshade

Involved Responsibilities:

Level design • Blockouts • Race path design • Obstacle placement • Pickup integration • QA

Engine / Platforms

Unity • Android, iOS, Switch, PlayStation 4, Xbox one