



Name: **NIKLAS RISSE**

Class: **PRODUCER / GAME & LEVEL DESIGNER**

Nature: **REFLECTIVE, DRIVEN, CONSTRUCTIVE**

Mail: **NICKRISSE@OUTLOOK.COM**

Phone: **+4917662039429**

Portfolio: **NICKRISSE.FRAMER.WEBSITE**

BACKGROUND

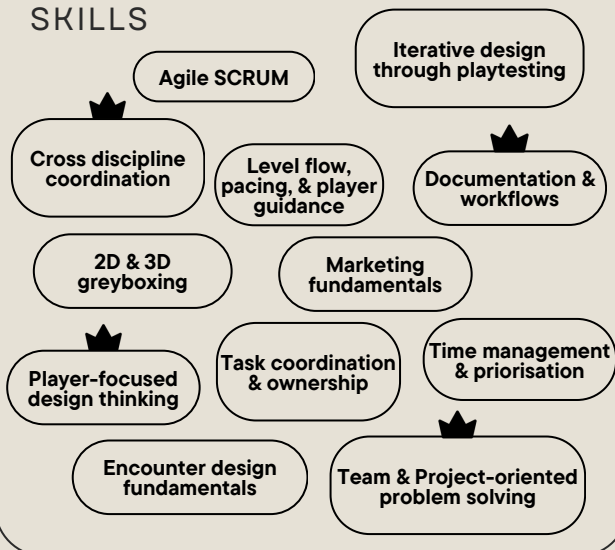
Game design graduate with hands-on experience in level design and production through internships and applied projects. Experienced in documentation, task coordination, and independent work within studio environments.

Approachable and supportive team member with a positive mindset, focused on empowering teammates to perform at their best.

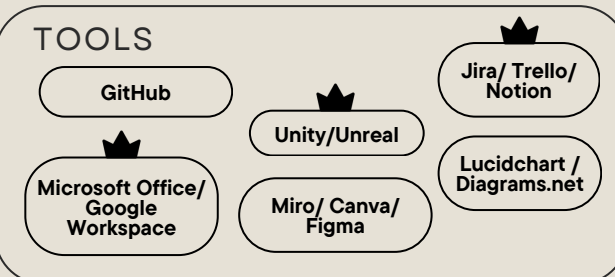
Particularly interested in junior production roles and collaborative game development.

Enjoys Formula 1, music, and photography outside of games.

SKILLS



TOOLS



WHAT I AM PASSIONATE ABOUT



Working With People

Supporting teams, enabling good communication, and helping people performing at their best.



Continuous Learning

Growing by working on new problems, tools, and ideas rather than relying on routines.



Player-focused Game Development

Contributing to games that players genuinely enjoy and want to spend time with.



Games

EDUCATION



Sept 2021- July 2025

Creative Media and Games Technologies BSc

Hanze University of Applied Sciences

- Focus on game design, production, and interdisciplinary teamwork
- Strong emphasis on documentation, pitching, and applied development



Sept 2022 - July 2025

Honours student

Hanze University of Applied Sciences

- Additional challenges through projects and masterclasses that improve my skills



Jan - May 2024

Game Design and Development - Semester Abroad

University of Abertay - Dundee

- Producer and Game Designer on "Black Mass"
- Individual Level Design Project

PERSONAL ACHIEVEMENTS



Organised **LevelUp**, a successful networking event with **135 attendees** and currently working on funding a company to grow into a yearly event.



Graduation project was Nominee for the Entrance Award at Hanze UAS 2025. Currently **233 downloads** on itch - coming to Steam soon.



Graduated with the **highest possible grade** and received special mention for production work.

WORK EXPERIENCE



Aug - Dec 2023

Game Design Intern

Liquid Ice Studios

- Worked independently without a dedicated supervisor
- Took ownership of tasks and self-organised workflows
- Contributed to game design and development processes



Sep 2024 - present

Event Organiser

NextInPlay

- Organised LevelUp, a successful networking event in Groningen with 135 attendees at its first episode in 2025
- Currently working on episode 2 and finalising the company registration



Aug 2025 - present

Level Design & Production Intern

Olive Branch Interactive

- Designed 2D level layouts and 3D blockouts in Unreal
- Documented level flow and enemy encounters
- Overlooked marketing production pipeline



Oct 2025 - present

Producer

Studio Fribbit

- Coordinating, planning, and facilitating monthly meetings
- Monitoring project timelines and ensuring milestones and deadlines are met
- Collaborating with team leads to discuss and align on studio-relevant topics



Jan 2026 - present

Producer

Sloth Doctor Games

- Coordinating, planning, and facilitating monthly meetings
- Collaborating with team leads to discuss and align studio-relevant topics
- Optimizing team performance by safeguarding realistic timelines and ensuring individuals have the capacity to deliver high-quality work