
ABOUT ME

My passion is games, creating games more than playing them. I like to see that something I've helped create brings joy, and I like to understand why. My most important trait is that I easily recognize patterns: in behaviour, trends, storytelling, etc. which has been very useful when designing games. What especially fuels me is the excitement of being in an always evolving industry and the challenges that comes with it. I'm usually described as positive, dedicated and well-organized. I like challenges, to learn new things and I'm not afraid to speak my mind.

 /david.darabian

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EXPERIENCE

GAME/LEVEL DESIGNER

MAGIC TAVERN | 2019 - 2021
- Matchington Mansion

Responsible for improving the onboarding process using experience and KPI:s through rigorous AB-testing, pitched new features within the game as well as new game ideas. Highlighted areas in need of improvement and suggestions for how to improved on those. Provided constructive feedback on new and existing features on all aspects of the game.

STRANGE QUEST | MAY - AUGUST, 2018
- Blastlands

Documented ideas and concepts, designed features and enhancements, balanced units, was responsible for the game's introduction, balanced the levelling-up system.

KING | 2013 - 2018
- Candy Crush Soda
- Candy Crush Classic
- Candy Crush Jelly
- Blossom Blast

Created more than 1000 levels, I designed features and enhancements such as the Puffer and Monkling game modes and the Jelly Cube blocker. I used qualitative data to validate creative decisions, brought game(s) from concept to release, was responsible for the players' introduction/onboarding to Soda, Jelly and Blossom. Created the work process in which levels are built and validated. Had daily collaboration with Data Analysts analysing KPI:s. Mentored new employees and ensured that my immediate team felt positive and included.

PLANETO | 2010 - 2012
- Planeto Quiz

Documented ideas and concepts, designed features and enhancements, was responsible for the daily quiz and in writing new content, analyzed quantitative data to validate design. Brought ideas from concept to release.

EDUCATION

BACHELOR'S DEGREE
Skövde University | Computer Games Dev

CERTIFICATE
Digital Design and Agile User Experience

COMPUTER SKILLS

Photoshop
Proto.io
Balsamiq
Jira
16Bugs
Guerrilla Analytics

LANGUAGE SKILLS

Swedish (native)
English