

AXEL WOERMANN

SENIOR GAME DESIGNER

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PROFILE

AAA Game Designer specializing in gameplay systems, 3C design, systemic design, and technical implementation. Strong technical background in Unreal Engine 5, including Blueprints, C++, and Gameplay Ability System (GAS), with additional Unity experience. Experienced in taking gameplay features from concept and prototyping through implementation, balancing, debugging, and polish, while collaborating closely with engineering and cross-disciplinary teams.

SELECTED GAME CREDITS

Off The Grid · Avatar: Frontiers of Pandora · For Honor · Assassin's Creed Identity (iOS / Android) · The Settlers: Kingdoms of Arteria

SKILLS

Gameplay Systems · 3C Design · Systemic Design · Prototyping · Unreal Engine 5 · Blueprints · Gameplay Ability System (GAS) · C++ · Unity · Debugging · Cross-Disciplinary Collaboration · Agile / Scrum

EXPERIENCE

SENIOR SYSTEM DESIGNER — WELEVEL GMBH *Nov 2025 – Feb 2026*

- ▶ Designed and balanced unlock and progression systems, as well as crafting systems.
- ▶ Created design documentation and collaborated with engineering on system implementation and iteration.

SENIOR SYSTEM DESIGNER — GUNZILLA GAMES *Nov 2022 – Oct 2025*

- ▶ Led a cross-disciplinary feature team of 5 developers, owning vehicle feature development from concept through implementation, iteration, and polish.
- ▶ Designed and implemented vehicle gameplay systems with a focus on player control, responsiveness, and engagement.
- ▶ Led player engagement and customisation features, balancing systemic depth with accessible player experiences.
- ▶ Worked closely with engineering and other disciplines to translate design goals into robust, production-ready gameplay features.

SYSTEM DESIGNER, TECH FOCUS — GUNZILLA GAMES *Oct 2020 – Oct 2022*

- ▶ Designed and implemented core 3C systems in Unreal Engine 5, focusing on responsive player movement and strong game feel.
- ▶ Implemented core player mechanics, including dodge and melee systems, using Blueprints, C++, and GAS.
- ▶ Designed and developed ability-driven gameplay systems, including limb-based abilities.
- ▶ Prototyped, debugged, iterated, and playtested gameplay features throughout development.

JUNIOR GAME DESIGNER — UBISOFT BLUE BYTE *Nov 2018 – Sep 2020*

- ▶ Developed mount traversal systems for Direhorse and Banshee, including movement, stamina, and player control responsiveness.
- ▶ Implemented gameplay features such as threat response and obstacle avoidance to improve immersion and player experience.
- ▶ Iterated on gameplay systems through prototyping, debugging, playtesting, and feedback-driven refinement.
- ▶ Collaborated with design and engineering to develop and polish gameplay features.

QA & DEVELOPMENT TESTER (DESIGN SUPPORT) — UBISOFT BLUE BYTE, DÜSSELDORF *Jan 2014 – Nov 2018*

- ▶ Supported gameplay testing, debugging, balancing, and feature validation in collaboration with design and engineering.
- ▶ Investigated gameplay issues and contributed to the refinement of player-facing systems.
- ▶ Built a strong foundation in gameplay quality, player experience, and cross-disciplinary development workflows.

EDUCATION

B.Sc. Game Design — Mediadesign University of Applied Sciences (MD.H)