

✉ mariahejlek@gmail.com
🌐 Remote or hybrid from Vienna, AT

Expertise

Unity

Unreal Engine

Rapid Prototyping

Scripting

Playtesting

UI / UX Design

As well as:

C++ · C# · Python
Jira · Confluence · Miro
PC · Console · VR · Web · Mobile
German (Native) · English

Career Profile

Game Design
Freelancing
Since October 2024

Game Design
Mi'pu'mi Games
April 2016 - June 2024

Game Design
Freelancing
January 2015 - March 2015

Programming Internship
Daedalic Entertainment
March 2013 - July 2013

Web Design & Development
getaweb.at
2011 - 2016

Education

Master of Science in
Engineering - with Honors
FH Technikum Wien
2013 - 2016

Bachelor of Science in
Engineering - with Honors
FH Technikum Wien
2010 - 2013

MARIA HEJLEK

Mə'riə heɪləg

Game Designer

Senior Game Designer with **over a decade of experience** in designing mechanics, levels, story, puzzles, UX, and **shipping multi-platform titles** in a **wide variety of genres**.

Strong communicator that excels in fostering cohesion and consistency, **completing tasks swiftly and efficiently**. Known for my flexible approach in dynamic development environments and using my **broad range of skills** to support team members where needed.

📁 Accomplishments

As Lead Game Designer on the **Red Bull** Mind Gamers Challenge I designed a web-based logic puzzle game as well as a 4-player co-op puzzle game.

The games and events were a huge success globally, and the second season resulted in **around-the-world qualifier events** and a **live-streamed final** in Budapest.

I collaborated with several **AAA studios**, designing and implementing improvements to their games. Notably, my **diligence and efficiency** were commended by these co-development companies:

Ubisoft Berlin - Skull and Bones

Leveraging Ubisoft's Phoenix visual scripting framework, I played a pivotal role in updating and expanding the UI to align with precise design specifications.

Ubisoft Mainz - Anno 1800 Console Edition

My Phoenix knowledge proved instrumental in the development of console specific UI elements based on provided mockups. I refined and perfected both UI and UX components throughout development.

Question - South Park: Snow Day!

Extended existing Unreal blueprints to make the game UI gamepad accessible. Additionally, I provided valuable feedback, participated in bug resolution, and contributed to UX polishing efforts.

🎮 Recent Releases

Unannounced Title - Lead Game Design

[South Park: Snow Day!](#) (2024) - UI/UX Design

[Skull and Bones](#) (2024) - UI/UX Design

[Howl](#) (2023) - Level Design

[Anno 1800 Console Edition](#) (2023) - UI/UX Design

[Looking Good](#) (2022) - Lead Game Design

[The Settlers Online](#) (WebGL port) (2021) - Lead Game Design

[The Flower Collectors](#) (2020) - Game Design, Scripting, Playtesting

[Nancy Drew: Midnight in Salem](#) (2019) - Game Design, Scripting

[The Lion's Song](#) (2016) - Level Design, Scripting

[Red Bull Mind Gamers Challenge](#) (2016) - Lead Game Design