

## CONTACT

Vancouver, Canada

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## SKILLS

### Tools and Software:

- Unreal Engine 5 (3+ yrs)
- Unity (2+ yrs)
- Jira (2 yrs)
- Confluence (2 yrs)
- Perforce / Git (2 yrs)
- Google Sheets (2 yrs)
- Adobe Suite (2 yrs)
- Miro (1 yrs)
- Gemini / NotebookLM (1 yr)
- ChatGPT / Codex (1 yr)

### Design:

- Gameplay & Systems Design
- Feature Documentation
- Playtesting & Iteration
- Flow & Pacing Control
- Tuning & Balancing

### Soft Skills:

- Clear Design Communication
- Cross-Discipline Collaboration
- Time & Scope Management

## EDUCATION

Diploma in Game Design

[Vancouver Film School](#)

Aug 2023 – Aug 2024

## VOLUNTEERING

Teaching Assistant

[Eric Hamber Secondary School](#)

Sep 2020 – Jun 2022

Lifeguard

[Evans Lake](#), Squamish, BC

Jun 2021 – Aug 2021

## LANGUAGES

- English (Fluent)
- German (Intermediate)

# KARSTEN DREPHAL

Game Designer and Vancouver Film School graduate with 2 years of professional experience designing, documenting, and testing gameplay features from concept through to release. A lifelong football player and longtime EA SPORTS FC player, I bring practical football knowledge, creative energy, and a team-first mindset to gameplay design.

Portfolio: [karstendrephal.com](https://www.karstendrephal.com)

## WORK EXPERIENCE

### Game Designer / Quality Designer

[CryptoBeasts](#) | Sep 2021 – Sep 2023

Large-scale online RPG with US\$3M+ in fundraising and 10,000+ paid players

#### Game Designer | Sep 2022 – Sep 2023

- Designed and balanced 120 combat abilities, giving developers clear rules, edge cases, and balancing targets.
- Partnered with artists and programmers to develop core gameplay features from concept to release.
- Documented feature briefs for abilities and economy systems, keeping design, art, and dev teams aligned.
- Tuned in-game economy and monetization systems, supporting long-term progression.

#### Quality Designer | Sep 2021 – Sep 2022

- Logged and triaged community-reported bugs in Jira giving developers clear reproduction steps, expected vs actual results, and priority.
- Ran community test cycles for gameplay and progression updates, documenting findings as concise, actionable feedback for developers.

### Gameplay Designer / Level Designer

[ShredEx](#) - VFS Final Project | Feb 2024 – Aug 2024

- Defined the core loop and design pillars for a 6-month final project, keeping it aligned with strict milestone deadlines.
- Designed trick scoring, combo, and movement mechanics, giving players clear ways to build skill and chase higher scores.
- Used custom UE5 editor tools to build a large-scale world in a short time, shaping routes around traversal, flow, and gameplay feel.

### Gameplay Designer

[Stay Fast](#) - VFS Student Project | Dec 2023 – Feb 2024

- Defined the Drive → Drift → Nitro loop for a fast-paced racing game made in just 2 months winning Best Team Project.
- Designed and balanced the three-star scoring system through public playtests, turning player feedback into a fun, replayable challenge.