

Markus Sockel

Senior Game Designer | Systems, Economy, Feature & Technical Design

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PROFESSIONAL SUMMARY

Senior Game Designer with 12+ years at Wooga across five free-to-play (F2P) mobile games, incl. a Netflix Games release. Systems, feature and economy design backed by data and A/B testing. Also a technical game designer who implements designs and builds tools in C#, Unity and Python. Former team lead for feature, economy and level design.

SKILLS

Design: Systems Design · Technical Game Design · Feature Design · Economy Design · Level Design · UX

Data: A/B Testing · Game Analytics · Balancing · Economy Simulation · User Testing · SQL (basic)

Tech: C# · Unity · Python · Tools Development · JavaScript · VBA · Excel · Google Sheets · Git · Jira

Languages: German (native) · English (fluent)

PROFESSIONAL EXPERIENCE

Senior II Game Designer, Wooga, Berlin

May 2025 – Present

June's Journey | *live hidden-object mystery game (iOS, Android)*

- Feature design for Memoirs, the game's most important feature: Encore, Star Flashbacks, Charms Quest.
- Economy design for D2C: direct-to-consumer web distribution that bypasses app store fees.
- Built a Game Systems Map and a compulsion loop tool linking features, motivations and time scales.

Senior II Game Designer, Wooga, Berlin

Mar 2023 – Apr 2025

Claire's Chronicles | *mobile F2P game, soft launch in UK and Canada*

- Owned nearly all meta game features, plus the decoration economy and feature rewards.
- Feature Design Team Lead for two designers; worked with Product, UX, Art, Engineering, Writing and CRM.

Senior Game Designer, Wooga, Berlin

Apr 2019 – Mar 2023

Ghost Detective | *mobile mystery game, released on Netflix Games*

- Owned the game economy; wrote all balancing code in C# / Unity and simulated different player types.
- Economy Design Team Lead; adapted the F2P economy for the Netflix Games subscription model.
- Designed most meta game features during the first 1.5 years.

Game Designer, Wooga, Berlin

May 2016 – Mar 2019

Tropicats | *mobile F2P match-3 game*

- Owned the match-3 core game: mechanics, level objects, balancing and tutorials.
- Level Design Team Lead; built tools enabling 3,000 levels per year with just two level designers.

Junior Game Designer, Wooga, Berlin

May 2014 – Apr 2016

Futurama: Game of Drones | *mobile F2P match-3 game*

- Designed the first 300 levels, plus companion powers and obstacles.
- Ran an A/B test on difficulty curves that significantly improved bookings and long-term retention.

Level Design Intern & Junior Programmer, Mimimi Games

Mar 2013 – Apr 2014

The Last Tinker, daWindci Deluxe

- The Last Tinker: created 6 levels from greybox to final polish, incl. cutscenes and dialogue.
- daWindci Deluxe: ported the game to Nintendo Wii U (Unity, C#).

EDUCATION

B.A. Game Design, HTW Berlin (University of Applied Sciences), final grade 1.4

Oct 2010 – Mar 2014

Applied Media Studies, TU Ilmenau

Oct 2008 – Sep 2010