



# Adam Nemeshazi

## Senior Game Designer

Residency in Budapest, Hungary  
[linkedin.com/in/adam-nemeshazi](https://www.linkedin.com/in/adam-nemeshazi)

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### Experience

#### Primal Game Studio / Lead & Senior Game Designer

01/2012 - 07/2025, Budapest

- Worked on **Supernova**, a sci-fi MOBA with real-time strategy elements, designing army wave behavior, tech-tree progression, and commander abilities.  
[supernova.fandom.com/wiki/Supernova](https://supernova.fandom.com/wiki/Supernova)
- Collaborated with Riot Games for 5 years as a Product Owner on supporting products within the **League of Legends** universe.
- Won an in-house game pitch contest and served as Lead Game Designer on **Beasts of Brawlia**, directing the development of a fun-oriented online/local arena brawler.  
[facebook.com/bobthebrawler](https://facebook.com/bobthebrawler)
- Served as Lead Game Designer on **Around**, a narrative-driven puzzle adventure, utilizing Unreal Engine 4 Blueprint scripting and consulting with psychiatric experts to ensure an authentic portrayal of mental health, while collaborating closely with writers and programmers to shape the creative vision.  
[facebook.com/PrimalAround](https://facebook.com/PrimalAround)
- Contributed to UI/UX design, enemy and boss encounters, player abilities, and talent tree systems during the final 2 years of **Mandragora: Whispers of the Witch Tree**.  
[mandragoragame.com](https://mandragoragame.com)

#### Black Hole Entertainment / Level Designer & Senior Game Designer

04/2004 - 12/2011, Budapest

- Won a Warcraft III level design competition organized by Black Hole Entertainment, leading to a position as Level Designer on **Armies of Exigo**.
    - Designed complex scripted campaign scenarios, architected fair, highly-balanced multiplayer maps, and contributed to the game's proprietary script editor.  
[en.wikipedia.org/wiki/Armies\\_of\\_Exigo](https://en.wikipedia.org/wiki/Armies_of_Exigo)
  - During the development of **Warhammer: Mark of Chaos** and its expansion **Battle March**, created dozens of complex scripted single-player campaign scenarios and multiplayer maps.
    - Co-designed the siege game mode in partnership with an AI programmer.  
[en.wikipedia.org/wiki/Warhammer:\\_Mark\\_of\\_Chaos](https://en.wikipedia.org/wiki/Warhammer:_Mark_of_Chaos)
  - Proactively created a 12-page proposal for innovations and improvements for **Might & Magic: Heroes VI**, resulting in promotion to Senior Game Designer.
    - Designed and maintained a complex campaign AI system, which streamlined AI tuning for all level designers on the team.
    - Designed UI and combat arena randomization; responsible for 5 unique campaign maps, several multiplayer maps, and over 280 combat maps.  
[ubisoft.com/en-gb/game/might-and-magic-heroes-6](https://ubisoft.com/en-gb/game/might-and-magic-heroes-6)
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| Education | <b>Institute of Information Technology (Business Informatics),<br/>Corvinus University of Budapest / BsC</b> |
|           | 2012 - 2014, Budapest                                                                                        |
|           | Relevant coursework: Business Economics, IT Security, Corporate Finance, Statistics, IT Project Management   |
|           | Thesis: Business Models of the Video Game Industry                                                           |
|           | <b>Multimedia Development Certificate, Mikrokozmosz</b>                                                      |
|           | 2010, Budapest                                                                                               |
|           | <b>Szinyei Merse Pál High School</b>                                                                         |
|           | 1999 - 2003, Budapest                                                                                        |

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| Awards &<br>Achievements |                                                                                                                                                                                                                                    |
|                          | <b>1st Place - Qubit Spring Card Game Design Competition (2026):</b> Won the grand prize among 33 projects for an original robotics-themed strategy card game, recognized for innovative systemic mechanics and balanced gameplay. |

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| Skills | <b>Game Design Disciplines</b> – System and game mechanics design, level design, quest design, UI/UX design, encounter/boss fight design, ability design, progression systems, tutorial design, AI behavior.      |
|        | <b>Methodologies &amp; Tools</b> – Agile/Scrum, prototyping, iteration cycles, playtesting, Game design documentation, Unreal Engine, Blueprint scripting, Perforce, SVN, Jira, Figma, Miro, Git.                 |
|        | <b>Game Genre Expertise</b> – Extensive hands-on experience in multiple genres, particularly Real-time and Turn-based strategy, Roguelike, Soulslike, First-person shooter, Third-person shooter, and Action RPG. |
|        | <b>Soft Skills</b> – Open-minded and collaborative, highly adaptable, analytical and systems-oriented thinking, strong team player.                                                                               |
|        | Intermediate English (B2 level).                                                                                                                                                                                  |

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| Hobbies &<br>Interests | Began creating custom maps at the age of 12, independently learning level design for popular titles of the era, including Doom II, Duke Nukem 3D, Shadow Warrior, Age of Empires II, Quake II, and Warcraft III. |
|                        | Designing, prototyping, and playtesting two original board games since March 2024.                                                                                                                               |
|                        | I enjoy gardening and growing edible plants in my own house garden.                                                                                                                                              |
|                        | Actively playing video games and board games.                                                                                                                                                                    |
|                        | Science fiction enthusiast and regular reader of classic and modern sci-fi literature.                                                                                                                           |
|                        | Interest in horror films and video games, particularly their atmosphere and narrative design.                                                                                                                    |