

Eric Merz

Mainz, Germany

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Video Game Designer

mokkograd.net/games

Tools:

Game Maker Studio 2

Aseprite

DefleMask

Skills:

Game Maker scripting language

Pixel art creation and animation

Level Design

Game & Narrative Design

Quality Assurance

Steamworks integration

Notable Videogames:

Virtue's Heaven (2025)

2D Metroidvania, made with Game Maker Studio 2 & Aseprite.

Part of the Leftfield Collection during EGX 2022

GB Rober (2021)

2D Action Platformer, made with Game Maker Studio 2, Aseprite & Deflemask. Commercial release on Steam & itch.io.

Part of the Leftfield Collection during EGX 2021

Skuigggle (2018)

2D Art-Toy, made with Game Maker Studio 1.4 & Aseprite. Non-commercial release on itch.io.

Part of the Leftfield Collection during EGX Rezzed 2018

Splinter Zone (2017)

2D Action Platformer, made with Game Maker Studio 1.4 & Aseprite. Commercial release on Steam, itch.io & Utomik.

Experience:

2015-now: Game Developer (self employed)

2012-2013: Research assistant at Prime Research GmbH

Education:

2005-2014: MA in Physical Anthropology, Zoology & Psychology at Johannes-Gutenberg-Universität

Interviews:

2023: [INDIE INTERVIEWS: Eric of MOKKOGRAD \(Virtue's Heaven, GB Rober, Splinter Zone\)](#)

Interview about my general approach to making games.

2022: [Eric Merz's platformer GB Rober lets you throw things at billionaires](#)

Interview about GB Rober's Design and production.

Writing about Games:

2023: [Comfort is a Weapon](#)

Essay about the politics of 'cozy' games, part of Critical Distance's „This year in videogame blogging“

Talks:

2022: [„Don't listen to Business Indies“](#) -Microtalk during RadMagpie's „Winter4Ever“ Games Festival.

2021: [„Why do you hate poor people so much, videogames?“](#) -Microtalk during PLAY Festival 2021