ROBBIN VERWIJS

GAME UI/UX TECHNICAL DESIGNER

robbinverwijs@gmail.com • linkedin.com/in/robbinverwijs • robbinverwijs.com

ABOUT ME

Game UI/UX technical designer with over 3 years of experience in game design. I create immersive, engaging experiences that leave lasting impressions, and I collaborate with other departments every day. Published games on Steam and itch.io. Currently working at Bohemia Interactive.

EXPERIENCE

Bohemia Interactive • Prague, Czechia — Sep 2025 — Present
Junior UI/UX Designer

- Currently working on ARMA 4.
- Worked on an unannounced project.

Monkey Strike Games • Breda, Netherlands — Oct 2024 — Sep 2025
Game Designer & Developer • Part-time

- Worked on UI systems for 'Drink Up, Cowboy!', to be released on Steam.

EDUCATION

Breda University of Applied Sciences — Sep 2022 — Jun 2026
Bachelor's degree, Creative Media and Game Technologies • Grade: 82

SELECTED PROJECTS

Pizzapocalypse • Tech, UI and Game Designer • 18 people

- Designed, built and animated all UI, tested and iterated on the player experience, built the itch.io page. 9 awards, 38.000+ downloads.

Umbra Mortis • Tech, UI and Game Designer • 24 people

- Owned player movement and gun feel, designed and animated most of the UI, worked on replication. 2.500+ downloads.

UE5 World Map System • Tech Designer • Solo

- Researched and rebuilt a game's world map as a modular, ready-to-use Unreal Engine 5 system.

Graveyard Madness • Game Designer • Solo

- Designed all systems and mechanics, built all UI and menus, handled sound and music.

Shell Shocked • Tech and Game Designer • 14 people

- Built game systems and mechanics, designed and animated menus and UI, added sound and music.

Box Baby Adventures • Tech and Level Designer • 4 people

- Designed part of the 3Cs, implemented all UI and menus, designed my own level. 1 award.

SKILLS AND TOOLS

Professional skills

- Playtesting & iterating
- Documentation
- Agile (SCRUM)
- Cross-discipline communication
- Giving/receiving feedback
- UI/UX design
- Research & analysis
- Prototyping
- General game design
- Ideating

Technical skills

- Visual scripting (UE5 Blueprints)
- Source control (Perforce, SVN)

Tools

- Unreal Engine 5
- Unity
- Godot
- Enfusion Engine
- Figma
- Perforce
- TortoiseSVN
- Jira
- Confluence
- Miro
- Trello
- Microsoft Office

Languages

- Dutch (native)
- English