

ROBBIN VERWIJS

GAME DESIGNER

ABOUT ME

With over 3 years of experience in game design, I strive to create immersive and engaging experiences that leave lasting impressions for everyone. A challenge is never too difficult for me, and collaborating with other departments is something I do all the time.

I have experience in a variety of tools, and with a strong curiosity for new trends in the game and design scene, I am always trying to improve my skillset and expertise.

CONTACT

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 robbinverwijs@gmail.com

SKILLS

PROFESSIONAL SKILLS

- Playtesting & iterating
- Documentation
- Agile (SCRUM)
- Cross-discipline communication
- Giving/receiving feedback
- UI/UX Design
- Research & analysis

TECHNICAL SKILLS

- Visual Scripting (UE5 Blueprints)
- Source Control (Perforce)
- Web Development (HTML, CSS)

SOFTWARE SKILLS

- Unreal Engine 5
- Perforce
- Jira
- Confluence
- Figma
- Miro

PROJECTS

Umbra Mortis

SEP 2024 - JUN 2025

UI Designer, Tech Designer

- Worked with replication in various parts of the project.
- Designed all UI together with an artist.
- Implemented and animated all UI.
- Responsible for the entirety of the player movement.
- Researched, implemented, and tested gun feel.

Pizzapocalypse

APR 2024 - JUN 2024

UI Designer, Tech Designer

- Designed, implemented, and animated all UI elements for the game.
- Tested and iterated upon the game to ensure the game followed the desired player experience.
- Assisted with implementing controller haptics.
- Created the Itch.io store page with HTML/CSS.

Unreal Engine World Map System

NOV 2023 - JAN 2024

Tech Designer

- Recreated the world map system from Red Dead Redemption 2 into a fully modular ready-to-use system for Unreal Engine.
- Researched the target game (Red Dead Redemption 2).
- Implemented the full world map system.
- Tested and iterated on the system to improve modularity.
- Created various research and how-to documents

ACHIEVEMENTS

- Nomination Best Student Game:
Dutch Game Awards 2024
- GDWC 2024 Best Use Of
Houdini
- GDWC 2024 Best Student Game
Finalist
- GDWC 2024 Proceduralism
Award Finalist

LANGUAGES

- English (Fluent)
- Dutch (Native)

PROJECTS

Graveyard Madness

SEP 2023 - NOV 2023

Solo Developer

- Prototyped various ideas and designed all systems/mechanics of the game.
- Designed, implemented, and animated all menu's and UI elements.
- Tested and iterated upon the game to ensure the game followed the desired player experience.
- Found and implemented various sounds and music tracks that fit the game.
- Created the Itch.io store page with HTML/CSS.

Shell Shocked

APR 2023 - JUN 2023

UI Designer, Tech Designer

- Implemented various systems/mechanics of the game.
- Designed, implemented, and animated all menus and UI elements together with one other person.
- Tested and iterated upon the game to ensure the game followed the desired player experience.
- Found and implemented various sounds and music tracks that fit the game.
- Created the Itch.io store page with HTML/CSS.

EDUCATION

BA Game Design & Production

2022 - 2026

Breda University of Applied Sciences