



Leon van den Berg

Game designer

Inquisitive game designer that loves creating engaging experiences for the player. Adaptable, player-focused, and eager to learn.

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📍 Papendrecht, The Netherlands

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🐦 @LeonVanDen_Berg

EXPERIENCE

Junior System Designer, Underdog Studios

08/2022 - Present | Papendrecht, The Netherlands

Unannounced FPS game

- Work with Kythera to implement AI.
- Implementation of weapon systems.

Intern System Designer, Underdog Studios

11/2021 - 07/2022 | Warsaw, Poland

Unannounced FPS game

- Write design documentation for interactables, UI, reticles, shooting mechanics, and USP features.
- Implementation of UI systems.
- Use the Game Ability System of UE5 to implement player abilities.

Game Designer, Sad Vischacha Studio

09/2020 - 06/2021 | Breda, The Netherlands

Arid

- Design the crafting system.
- Design, Implementation, and balancing of 3C's .
- People management as temp Design Lead and QA manager. Set up pipelines and processes to increase productivity and efficiency.

Game Designer, Temple of Giants

02/2020 - 06/2020 | Breda, The Netherlands

Temple of Giants

- Design and implement character features and hazards
- Risk assessment, task prioritization & management of the team.
- Quality Assurance.

Intern Game Designer, Luqo

09/2017 - 01/2018 | Utrecht, The Netherlands

Multiple unannounced titles

- Designing and prototyping applied children game concepts in Unity with JSON.
- Prototyping features and content creation for existing Luqo games.
- Quality Assurance by playtesting and bug reporting.

Intern Narrative Designer, Luqo

09/2017 - 01/2018 | Utrecht, The Netherlands

Multiple unannounced titles

- Set up documentation and processes and pipelines for all Luqo games.
- Set up and write narrative structures.
- Game writing for all dialogue, pop-ups and UI.

SKILLS

Game Design

Narrative Design

Accessibility

UX Design

Communication

Rapid Prototyping

Problem solving

Critical thinking

People management

TOOLS

Unreal Engine

Unity

Maya

Github

Google Suite

Perforce

Jira

MS Office

Confluence

LANGUAGES

Dutch

Native proficiency

English

Full Professional Proficiency

French

Elementary proficiency

German

Elementary proficiency

Polish

Elementary proficiency

INTERESTS

Tactical Shooters

Board Games

Movies

TV-shows

Sniper Games

Piano

Dungeons and Dragons

Open World Games

EDUCATION

Creative Media and Game Technologies

09/2018 - 07-2022 | Breda, The Netherlands

Breda University of Applied Science - BA in Science

Specialization in Game Design for AAA game development industry.

Creative Media and Game Technologies

09/2015 - 07-2018 | Utecht, The Netherlands

University of the Arts Utrecht(HKU)

Learning global game development for applied and indie games.