



# Leon van den Berg

Game Designer / UX designer

Hardworking Game design Student seeking internship starting September 2021. Ready to utilize my skills and passion to further the vision of a company. Adaptable and eager to learn. Bringing forth a positive attitude and the willingness and motivation to learn new programs and skills.

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## WORK EXPERIENCE

### Intern Game Design

Luqo

09/2017 - 01/2018

Utrecht, The Netherlands

Indie company making their own platform for children games

Achievements/Tasks

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

### Intern Narrative Design

Luqo

07/2017 - 09/2017

Utrecht, The Netherlands

Indie company making their own platform for children games

Achievements/Tasks

- Set up design and UX documentation and conventions.
- Write narrative structures for Luqo games.
- Game writing.

## EDUCATION

### Creative Media and Game Technologies

Breda University of Applied Science

09/2018 - Present

Breda, The Netherlands

### Creative Media and Game Technologies

University of The Arts Utrecht

09/2015 - 08/2018

Utrecht, The Netherlands

## SKILLS

Game design

UX design

Accessability

Narrative Design

Communication

Rapid Prototyping

## RECENT PROJECTS

### Arid (09/2020 - Present)

- Design the crafting system.
- Design and implementation of character actions and camera behavior.
- Quality assurance.

### Temple of Giants (02/2020 - 06/2020)

- Establish the vision for the game and keep the scope in check.
- Design and implement the core features for the character and hazards.
- Quality assurance.

## LANGUAGES

Dutch

Native or Bilingual Proficiency

English

Full Professional Proficiency

French

Elementary Proficiency

## INTERESTS

Tactical Shooters

Board Games

Movies

Tv-shows

Sniper games

Open world games

Piano