Jesse van Rijn
Game designer

Experience working in both indie and AA studios, developing features and systems for multiple titles. Based in the Netherlands and open to relocation.
Languages: Dutch (Fluent), English (Fluent)

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PROFESSIONAL EXPERIENCE

KING Art Games | Independent AA studio with 100+ employees   Jan 2024 – July 2024
Unannounced title | Game design Intern

- concepting, prototyping & implementation of several features in a multidisciplinary setting
- Co-Designing player progression & economy features
- Analyzing playtest and iterating based on feedback
- Quality Assurance, testing and reporting for optimization of experience & reduction of bugs

Extra Nice | Indie studio   Jan 2019 – July 2020
Skirmish | Game developer

- Led the design and development of several features
- Implementation of boss-fight features using scripting within Unity
- Level design for multiple maps

EDUCATION

Breda University of applied Sciences   2020 - Current

Bachelor of Science | Creative Media & Game Technologies
Design & Production specialization
- *Full development cycle of multiple projects in multidisciplinary settings with teams of up to 30 people, where I had the opportunity to take on roles such as lead game designer, game designer, system/technical designer, level designer, narrative designer & UI/UX Designer*
- *Fundamentals of game design, level design, and technical design*

Friesland College   2018 - 2020

Application Development
- *Graduated on a fast-track*
- *Gained additional certificates in 'Mobile-app development' & 'Basics of programming'*

SKILLS & TOOLS

Prototyping & Scripting: Unity (Visual studio, C#), UE blueprinting, Blender, Maya
Concepting & Diagramming: Draw.io, Lucidchart, Microsoft Excel, Miro
Pitching & Documentation: Microsoft Office Suite, Microsoft SharePoint
Time Management & Tracking: Jira, Trello, Toggl
Version Control & Collaboration: SourceTree (Git), GitHub, Perforce