

BRITTANY VAN DOORNIK

GAME DESIGNER



Middelburg, the Netherlands



brittanyruthvd@gmail.com



LinkedIn

EXPERIENCE

Sicario (2024) – [Steam](#) release

Game / Technical / UI design

- Designed and implemented the **AI visual detection system**
- Designed and implemented the UI for visual detection
- Created concepts for the **player HUD**
- Created **wireframes** for the menu's

Divided Skies (2023) – [Steam](#) release

Technical / Narrative / UI design

- **Led the design team**
- Designed and implemented the **missions**
- Designed and implemented the majority of **UI**
- Established the **narrative**, characters, dialogue, etc.
- Helped design the **player weapon system** and **combat**
- **Blocked out** and **set-dressed** the sewer combat area

Duckside of the Moon (2022) – [Itch.io](#) release

Game / Narrative / Level design

- **Shaped the core design** and led the design team
- Designed and **blocked out** the player base
- Established the **narrative**, characters, dialogue, etc.
- Designed and implemented the **onboarding mission**
- Led playtest sessions and analysed relevant data

Snackbar showdown (2021) – [Itch.io](#) release

Game / Level design

- Created and iterated the 'Dishwasher Level'
- Designed the **player weapons**
- Balanced the **combat experience**

EDUCATION

Breda University of Applied Sciences (2020 - present)

Bachelor of Science, Creative Media and Game Technologies

During my time at Breda University, I have been part of **4 full-production game projects**. The roles I played within those were diverse, ranging from narrative- to technical design. In addition to those, I have been a part of **5 smaller-scale game projects** and a **custom deathmatch map** for Unreal Tournament.

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SKILLS AND LANGUAGES

Game Design

- Prototyping
- (Visual) scripting
- Iterating
- Researching
- Conducting playtests
- Documentation

Others

- Level design
- Narrative design
- UI design
- VR development
- Agile and scrum
- Pitching and presenting

Languages

Dutch (native)
English (native)

Blueprints
C#

SOFTWARE AND TOOLS

Software



Unreal Engine



Unity



GitHub



Perforce



Jira



Blender

Tools



Miro



Trello



Confluence

ACHIEVEMENTS

Game club organizer at Breda University of Applied Sciences

Mentor at Breda University of Applied Sciences

Featured in Unreal Engine and Houdini show reels

Nominated finalist for

- Dutch Game Awards (2022)
- Game Development World Championships (2023)
- BAFTA Student Awards (2023)