



## EXPERIENCE

Galaxy Grove - Unannounced game (July 2024 – present) – T.B.D

### Technical Design Intern

- Took ownership of- and maintained gameplay features
- Designed and implemented gameplay UI
- Participated in internal QA and handled external QA

Breda University - Sicaria (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

Breda University - Divided Skies (2023) – [Steam](#) release

### Technical / Narrative / UI design

- 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

Breda University - 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

## EDUCATION

**Breda University of Applied Sciences** (2020 - 2024)

Bachelor of Science, Creative Media and Game Technologies

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

# BRITTANY VAN DOORNIK

## GAME DESIGNER

brittanyruthvd.com



Middelburg, the Netherlands



brittanyruthvd@gmail.com



[LinkedIn](#)

## 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

**Mentor** at Breda University of Applied Sciences

**Game club organizer** 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)