

# THEO VANDENBUSSCHE

Game Designer / Programmer

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📍 Groningen, Netherlands

## Education

### BCs Creative Media & Game Technologies

Hanze University of Applied Sciences  
september 2023 - June 2027 (Expected)

## Skills

**System design** | I design gameplay systems that cater to human drives, applying insights from behavioral evolution to craft reward loops, clear goals and progressive challenges that feel intuitively satisfying and fun.

**Documentation** | Focus on concise, concrete system diagrams and written specs that eases interpretability, keeping the team aligned and ease iterations.

**Prototyping** | I value validating the design hypotheses to playtest as early as possible, with experience in generative AI tools to accelerate and heighten the prototype.

**Market Research** | Researching game trends in game sales, KPIs, viewership, player behavior, to deliver a product that will find an audience

## Softwares



Unity  
(C#)



GameMaker  
Studio2



Godot



Notion, Jira,  
Trello, GitHub,  
miro etc



Figma,  
Photoshop,



Blender, adobe  
substance  
painter



ComfyUI  
(Generativ AI  
Tools)

## Language



English



Japanese



French

Expert Proficiency  
C2 CEFR

Native Proficiency  
B2 CEFR

Conversational  
Proficiency  
B2 CEFR

## Summary

Fiction isn't literal truth but when done well, it captures truths and intuitions that are hard to explain. I think the same goes for videogames not only in the narrative but the gameplay it engages you in.

Feb

2025

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July

2025

### Super Sonic Fish | Student Project

GamePlay/Systems Designer & Programmer | Unity

Conceptualized and led an entrepreneurship student startup from problem validation to MVP: defined value proposition, market research to game design while attending industry events.

- Creating diagrams and visual aid to convey the design requirements for each mechanic/system
- Designing and implementing 4 different enemy AIs
- Constructing the feedback survey and defining KPIs
- Overseeing optimization; implementing object pooling, physics optimizations, and profiling
- I was the main GDD author which entailed:
  - Regular Implementation reviews
  - Updating design and specifications changes
  - Incorporating feedback into revisions

Jan

2025

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Nov

2024

### TZA Educational VR Escape Room

Gameplay/Systems Designer & Generalist | Unity

Working with TZA Groningen to deliver a VR escape room for deepening understanding of elderly care technologies using unity. In the team, I led the game and level design, implemented gameplay systems as well as some prop assets.

- Dialogue with client on goals and expectations
- Light baking with light probes
- Working with Animation graph
- Creating a heatmap of player movement over time to measure gameplay progression

Nov

2024

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Oct

2024

### Cat-astruction

Solo student project, a 3D physics game about keeping a chain of destruction going by ramming into things.

- Game design
- Destructable objects
- Game systems



## Interests

- Interest in most of the soft sciences, but especially about sociology and human bias
- Love to have meta conversations about narrative tropes and genre conventions
- Huge consumer of all kinds of media