

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

Expert Proficiency
C2 CEFR



Japanese

Native Proficiency



French

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

-

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
- Creatig 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



Intrests

- 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