



Dennis van der Harst

Curriculum Vitae



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[linkedin.com/in/dennisvdharst](https://www.linkedin.com/in/dennisvdharst)

Technical Game Designer from the Netherlands specialized in technical-, gameplay- and system design. With a strong passion for 'game feel' and player experience.





DESIGN SKILLS

 Technical	 Gameplay	 System
 UI/UX	 General	 Concept

SOFTWARE

 Unreal	 Gameplay Ability System	 Unity
 Perforce	 Sketchup	 Photoshop
 Jira	 G Suite	 Office

INTERESTS

 Gaming	 Travel	 Movies	 History
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LANGUAGES

Dutch	● ● ● ● ●
English	● ● ● ● ●
German	● ● ○ ○ ○

EXPERIENCE

• TECHNICAL GAME DESIGNER

Sassybot | JAN 2020 – JAN 2022

Content & Feature Design, Implementation and Prototyping, End Game Design, Game Balancing, Tool Creation, Q/A, Bug Fixing, Community Management

Worked on **Winkeltje: The Little Shop**; a shopkeeping simulation game in Unity, and on **Social Distancing**; a Kinect casual game in Unity for Breda Central Station commissioned by Breda municipality, which was a short project of 2-3 weeks.

Designed, prototyped and developed a variety of features and content, and created and maintained tools to balance all parts of the game's experience.

Guided the implementation of a variety of design updates and features, amongst which was a large update/overhaul of the crafting mechanic.

• TECHNICAL GAME DESIGNER (INTERN)

Sassybot | SEP 2019 – JAN 2020

Content & Feature Implementation and Prototyping, Q/A, Bug Fixing, Game Balancing, Tool Creation, Community Management

Worked on the then Early Access title **Winkeltje: The Little Shop**; a shopkeeping simulation game in Unity, supervised by the Technical Director a major internship goal was to learn C#.

Responsible for implementation, quality assurance, game balancing, making and maintaining balancing tools, and managing the community.

At the end of my internship, my C# knowledge had become sufficient to also fix bugs and prototype in engine.

• TECHNICAL GAME DESIGNER (INTERN)

Infinity Labs | DEC 2018 – APR 2019

Game UI/UX, Player Experience, Progression Design, Prototyping, Implementation

Part of the short-term team creating an Applied Gaming Serious VR game using Unreal Engine for Albert Heijn supermarkets about rack safety in warehouses.

EDUCATION

BSC IN GAME DESIGN AND PRODUCTION

NHTV BREDA | AUG 2015 – FEB 2020

Mentored by industry veterans and prepared for AAA-development in a project-based learning environment with game projects varying types, lengths and genres, primarily in Unreal Engine.