




# Dennis van der Harst

## Curriculum Vitae

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*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	 General	 Concept
 UI/UX	 Gameplay	 System

### SOFTWARE

 Unreal	 Unity	 Photoshop
 Perforce	 Sketchup	 Javascript
 Jira	 G Suite	 Office

### INTERESTS

 Gaming	 Travel	 Movies	 History
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### LANGUAGES

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

### EXPERIENCE

- GAME DESIGNER**  
Sassybot | Winkeltje: The Little Shop | JAN 2020 – JAN 2022

Core Mechanic Updates, End Game Design, Balancing, Q/A, Community Management, Prototyping

Continuing work on the early access shop management game Winkeltje: The Little Shop. Created a variety of tools to balance the game. Concepted, prototyped, and created several new features and pieces of content. Supervised implementation of large crafting and material mechanic update.
- GAME DESIGNER (INTERN)**  
Sassybot | Winkeltje: The Little Shop | SEP 2020 – JAN 2020

Game Balancing, Q/A, Community Management, Tool Creation, Prototyping

Technical Design Intern in a small team of 4, learning C# while being responsible for implementing new content and features, testing and fixing bugs, balancing, putting together update posts and managing community of Winkeltje: The Little Shop.
- TECHNICAL DESIGNER (INTERN)**  
Infinity Labs | AH VR Project: Serious Game | DEC 2018 – APR 2019

Game UI/UX, Player Experience, Progression Design

Part of the short-term team creating a serious VR game for Albert Heijn supermarkets with a team of varying size (2-4 members).

### EDUCATION

**BSC IN GAME DESIGN AND PRODUCTION**  
NHTV BREDA | AUG 2015 – FEB 2020

Bachelor of Science Game Design and Production, mentored by industry veterans while working in a project-based learning environment. Projects consisted of working on a variety of game projects of varying lengths and genres.