

## Sem van Engelen

semgamedev (dot) gmail.com

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### Experience

**NEOBARDS ENTERTAINMENT Ltd.** Breda, Netherlands  
**Intern Technical Game Design - Systems** September 2023 – Current

- Designed and prototyped generic ability and effect systems which served as the foundation for the team to build on
- Investigated and streamlined networking in systems to increase stability and catch edge cases
- Optimized assets using systems such as Chaos Destruction, Navigation, and Networking

**INFINITY INTERACTIVE** Breda, Netherlands  
**Intern Technical Game Design - Systems** February 2023 – July 2023

- Designed and prototyped VR combat system in Unreal Engine 5
- Identified problems in game's intensity curve and proposed practical solutions, which got accepted and implemented
- Created enemies and integrated behavior trees
- Designed system for interfacing with enemy attack intensity and movement patterns

**TIL NORD – Student Project** Breda, Netherlands  
**Technical Game Designer / Design Lead – Systems 3C's** September 2020 – July 2021

- Led 5 game designers and collaborated with other team leads to improve the quality of both work environment and product affecting 20+ people
- Introduced documentation pipelines, improving project vision and interdisciplinary communication
- Conceptualized and developed predictive landing system for vehicle player character
- Conducted playtesting of player engagement, resulting in an 80% increase of playtime
- Developed narrative system prototype and tools

**TIME ENIGMA – Student Project** Breda, Netherlands  
**Technical Game Designer - 3C's** July 2020 – August 2020

- Concepted, iterated, and shipped game built for mobile
- Designed and implemented satisfying, well received 3-dimensional camera movement using the phone's screen which is a 2-dimensional input axis
- Implemented all sounds and music, winning the Audio Design Award Y2 for BUas Best Games

### Education

**BREDA UNIVERSITY OF APPLIED SCIENCES** Breda, Netherlands  
Bachelor of Creative Media and Game Technologies, Game Design Ongoing, Year 4

Relevant Coursework: 3 Released games, Open World Game Design, Multiplayer Development, Vehicle Experience Design, Human Game Interaction Design, Mobile Game Design, Unreal Engine 4/5 Development

### Skills & Interests

**Technical:** Unreal Engine 4/5, Unity, Godot, Python, C++, HTML, CSS, JavaScript, Visual Basic

**Language:** Dutch, English

**Interests:** Tools, Gameplay Systems, Psychology, Player Motivation, Artificial Intelligence, Neuroscience, Data Science