



Robbin Lieverse

Game Designer

Creative **Game Designer** with 5+ years of work experience, looking to work with a team of likeminded passionate individuals. Make data inform your design decisions, not blindly drive them.

Experience

Sept 2020 - Present **Level Designer (Unreal)**

NOWWA

- Developed Gameplay Grid to serve as guidelines for all levels.
- Designing levels utilizing BulletVille's hypermobility.

Aug 2020 - Dec 2020 **Game/UI Designer (Unity)**

Chocolate Broccoli

- Spearheaded the redesign of mobile math game Ludimo from the ground up in order to make it more appealing to the target audience.
- Designed interactive mobile UI prototypes and flowcharts.
- Coordinated, executed and analyzed playtest sessions.

Nov 2019 - July 2020 **Game/Level Design Lead (Unity)**

Chain Link Studios

- Oversaw the entire design process of a mobile blockchain game.
- Designed the **Core Design Principles**.
- Set up content pipelines for all different stages of the project.
- Managed a team of **8** through performance reviews and team meetings.

Jun 2017 - May 2020 **Game/Level Designer (Unity)**

Team Amusant

- Revamped Patreon tier rewards which caused **37** of the \$1 tier payers to move into the **\$10** or higher tiers. This allowed us to **double** in team size.
- Created the player housing area. Made 3D models, texturing and lighting.
- Transformed complex concepts into functional designs.

Nov 2018 - Nov 2019 **Live Ops Quality Assurance Lead**

Gamehouse

- Automated tests to bring test cases down from **30** minutes to **2** minutes.
- Restructured company's JIRA platform and streamlined ticket fields for all products. This reduced average report times by **20** seconds.
- Provided game design feedback during team meetings.

Sep 2016 - Feb 2017 **Game/Level Designer (Unity)**

Counting Counts

- Created all 8 puzzles that were in the final build from start to finish.
- Designed **level blockouts** and **progression flowcharts**.
- Analyzed weekly playtest data in order to implement balance changes.

Personal Info

Phone
+31 6 37011550

E-mail
robbinlieverse@gmail.com


Website
<https://robbinlieverse.com>

LinkedIn
<linkedin.com/robbinlieverse>

Skills


Unity  Expert


Maya  Expert

Unreal  Advanced

Photoshop  Advanced

C#  Intermediate

English  Fluent

Dutch  Native

Achievements

Game Jam in China
Reached top 2

Bacon Game Jam
Reached top 3

Shipped Titles

- BulletVille
- Memory Trees
- Anpu and Pon
- Dig Duo



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Teaching

Sep 2016 - Jun 2017 **Teacher of Game Design**

Utrechts Stedelijk Gymnasium

- Prepared class by doing research and making interactive class exerises.
- **94%** attendance rate in a class of **32** students throughout **38** classes.
- Mentored **7** students into making their own games over **5** months.

Education

Sep 2013 - Jun 2017 **Bachelor of Science with Honours - Game Design & Development**

University of the Arts Utrecht (HKU)

- Made over **10 games** in group settings simulating company setups.
- Volunteer staffmember during Game Jams held at school.
- Member of the school admission committee judging applications.

Sep 2011 - Jun 2013 **Bachelor of Science - Communications and Media**

Hogeschool Utrecht (HU)

- Obtained first year certificate.

Sep 2011 - Jun 2013 **HAVO**

Anna van Rijn College - High School

- Obtained Higher General Secondary Education (*HAVO*) level.

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