Norbert van Hamond
Game Designer
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Professional Summary

Lead Game Designer
Dutch Game Studio & Hodle Studio (Feb 2022 – Dec 2024)

- Spearheaded the creative vision for an unannounced multi-year project, leading a multidisciplinary team in designing gameplay systems and narrative mechanics.
- Established clear deadlines and project plans, ensuring alignment with client expectations and team deliverables.
- Expanded role to include 2D rigging for facial animations, environment set dressing, and the production of marketing content.
- Leveraged iterative design processes and playtesting to refine mechanics and enhance player engagement.

Key Skills:

- **Game Design**: Systems Design, Combat Design, Narrative Design, Level Design
- **Leadership**: Team Management, Client Communication, Deadline Planning
- **Tools**: Unity, Unreal Engine, Live2D, Vtube Studio

I am passionate about crafting immersive worlds and entertaining experiences, bringing ideas to life through collaboration and iteration.

Additional Experience

Junior Programmer & Designer Intern
Mobitron (Sep 2014 – Jan 2015)

- Developed Unity-based prototypes and a mobile app integrating real-time stock values for a gamified stock market prediction game.
- Contributed to early-stage design and prototyping for *MobyTrader*, combining technical and creative skill sets.

Junior Programmer Intern
GamePoint (Sep 2013 – Jan 2014)

- Assisted in developing a Unity mobile app for visualizing game data, focusing on player activity tracking and revenue analysis.

Education

Bachelor's Degree in Game Design (HBO)

Breda University of Applied Sciences (BUAS) – Netherlands
2017 – 2021

- **Specializations**: Systems Design, Narrative Design, Unreal Engine 4/5
- Built a strong foundation in game design, focusing on systems design and paper prototyping.
- Developed an interest in narrative design during the final year, later applied in professional projects.
- Gained hands-on experience with Unreal Engine 4/5 in collaborative, team-based projects to deliver playable prototypes.
- Participated in game jams, fostering creativity and teamwork under tight deadlines, leading to the creation of games later published by Team Ninobi.
- Highlight Project: *Kari: Stranded on the Shores of Vanaheim* (Released on Steam), a collaborative effort showcasing gameplay systems and player-centric design.

Associate's Degree in Game Programming (MBO)

Sint Lucas School – Netherlands
2010 – 2015

- **Specializations**: Game Programming Fundamentals, JavaScript, C# within Unity
- Completed foundational training in scripting core game mechanics such as movement, collisions, and physics, while applying object-oriented programming (OOP) principles like classes and inheritance.
- Gained proficiency in Unity Editor workflows, implementing components, managing scenes, and building interactive 2D and 3D prototypes.
- Developed strong problem-solving and debugging skills through hands-on projects, culminating in playable mini-games that showcased both programming and design principles.

Game Jam Experience

Team Ninobi *(2020 – 2021)*

- Collaborated with a dedicated team to develop four separate games during game jams, honing creativity, teamwork, and rapid prototyping skills.
- Released games on itch.io, allowing others to experience the team's innovative and playable prototypes. These games were different in their own ways falling under the genres of 2D arena fighters, to puzzle and platforming.
- Explored systems design, narrative mechanics, and gameplay balancing under tight deadlines.