



PROFESSIONAL SUMMARY

A highly experienced Technical Game Designer with a passion for crafting engaging, immersive player experiences. Specializing in prototyping, mechanics, gameplay, controls, game feel, and physics, I focus on creating fluid, responsive, and satisfying interactions that resonate with players.

With **19+ years in game development**, I have worked across **programming, art, design, and leadership**, allowing me to bridge disciplines and improve communication between teams. This broad expertise enables me to tackle complex, cross-disciplinary features, ensuring seamless integration of mechanics, tools, and processes while driving innovation.

CORE EXPERTISE

- **Prototyping & Iteration** – Rapidly developing and refining gameplay mechanics for fun, functional designs.
- **Gameplay & Controls** – Fine-tuning movement, input responsiveness, physics, and camera behavior for an intuitive experience.
- **Physics-Based Gameplay** – Pushing physics engines to their limits and extending them when needed for maximum stability, precision, and responsiveness.
- **Cross-Disciplinary Collaboration** – Bridging design, programming, and art to align creative vision with technical feasibility.
- **Tools & Pipeline Development** – Creating custom tools, workflows, and automation scripts to improve efficiency.

With a deep understanding of **game feel, mechanics, and player engagement**, I ensure every interaction is polished, immersive, and technically robust.

PROFESSIONAL EXPERIENCE

Nosy Fish (April 2024 – Present)

Co-founder of a small indie studio developing a cozy puzzle game. Involved in all aspects of development, from **graphic design to system programming**. The project is not publicly announced but can be demonstrated in private.

Paladin Studios (Jan 2006 – May 2024) [\[Link\]](#)

Started as part of a **three-person team** and contributed to its growth into a **50+ person studio**. Evolved together with **Paladin Studios**, progressing through multiple official roles: **Art Intern** → **3D Artist** → **Lead Artist** → **Producer** → **Technical Director** → **Senior Programmer** → **Principal Technical Designer**. The final title best represents my expertise and career focus.

HIGHLIGHTED PROJECTS

The following projects highlight key contributions but do not represent the full scope of my responsibilities.

Cut the Rope 3 Vision Pro (Apple Vision Pro) [\[Link\]](#)

- Transformed **touch-based** gameplay into an **intuitive eye-tracking and pinch gesture** scheme for Vision Pro.

Cut the Rope 3 (Apple Arcade) [\[Link\]](#)

- Spearheaded a **new ideation process**, leveraging company-wide input and streamlined filtering to surface the most impactful ideas.

Nailed It: Baking Bash **Pre-production** (iOS/Android) [\[Link\]](#)

- Developed a **Camera Blending tool** with seamless transitions, built-in user-friendly tools, and full extensibility for advanced camera setups.

Cut the Rope Remastered (Apple Arcade) [\[Link\]](#)

- Adapted **touch-based** gameplay for an **Apple TV remote**, ensuring an intuitive player experience.

Good Job! (Nintendo Switch) [\[Link\]](#)

- (Details confidential under NDA.)

Stormbound (iOS/Android/Steam/MacOS) [\[Link\]](#)

- Designed and implemented an intuitive **12-card deck management UI** optimized for mobile platforms.

Additional Projects

- SuperCar City (iOS/Android) [\[Link\]](#)
- Amazing Katamari Damacy (iOS/Android) [\[Link\]](#)
- Galaga Wars (iOS/Android) [\[Link\]](#)
- Alice in Wonderland: Puzzle Golf Adventures (iOS/Android) [\[Link\]](#)
- Momonga Pinball Adventures (iOS/Android/Steam/PS4/Xbox One/Nintendo Switch/MacOS) [\[Link\]](#)

SKILLS & TOOLS

- Expert:** Gameplay Systems, Physics-Based Gameplay, Unity, C#, Prototyping
- Advanced:** UI/UX Design, Shader Programming, Content Creation Tools
- Proficient:** Git, 3D Art, Graphic Design, Video Editing, Content Design

EDUCATION

Animation and Games - Grafisch Lyceum Rotterdam, 2004-2007