



Fin Rovers

Game Mechanics Designer

CONTACT

📞 06 49746626

✉️ finrovers@gmail.com

🌐 www.finrovers.com

📍 Haaksbergerstraat 200 36
Enschede, 7513ED
The Netherlands

HARD SKILLS

- Game Mechanics Design
- Level Design
- Narrative Design

SOFT SKILLS

- Research & Analysis
- Team Communication
- Project Management
- Interpersonal Skills
- Scrum

SOFTWARE

- Unity Engine
- Unreal Engine 4 & 5
- Twine
- Photoshop

LANGUAGES

I speak Dutch and English fluently

PROFILE SUMMARY

Game Designer enthusiastic about mechanics and storytelling currently studying at the Saxion University of Applied Sciences. Loves to ideate, design and develop games in creative ways. Skilled in team communication and problem-solving with experience in leading a team, and a very high interest to learn. Looking for a graduation job that can provide challenge and interpersonal team communication to improve my skills as a designer and team member even more.

WORK EXPERIENCE

Game designer & Project manager January 2023 - July 2023

Saxion University of Applied sciences & BeeYou Games | Enschede

Lead game designer and project manager for a serious game about teaching basic social skills to children of age 9-12, on request of BeeYou Games, in partnership with Saxion. Contributions include the whole of the game design, 3 levels with additional narrative design for one level. Lead the project as the project manager and Scrum master. Made in Unity.

Game designer January 2023 - July 2023

Saxion University of Applied sciences & Smart Cities | Enschede

Main game designer for a serious game about teaching sustainability within a household to children age 8-10, by request of Smart Cities, in partnership with Saxion. Created alongside the BeeYou game. Contributions include the game mechanics, dynamics and aesthetics. I also designed and constructed the level for the game. Made in Unreal 5.

Game design intern September 2022 - January

Studio MX | Hoofddorp

2023

Game design intern at Studio MX. Worked on multiple projects on the game design, with every project having different clients. Main tasks involved game mechanics design, with additional assignment including narrative design and scripting.

ADDITIONAL PROJECTS

Electricity | Serious strategy - management game

Narrative designer & Game designer

Aftermath | Serious immersive game

Game designer & UX designer

Arboretum | Serious AR game

Game designer & Level designer