



# Dennis van der Harst

## Curriculum Vitae



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*Game Designer from the Netherlands specialized in technical design, system design, player interaction, and with a strong passion for 'game feel' and player experience.*

## DESIGN SKILLS



Technical



General



Concept



UI/UX



Combat



System

## SOFTWARE



Unreal



Sketchup



Photoshop



Perforce



Jira



Office



Drive



Unity



Javascript

## INTERESTS



Gaming



Travel



Movies



History

## LANGUAGES

Dutch



English



German



## EXPERIENCE

### • TECHNICAL DESIGN INTERN

Infinity Labs | AH VR Project: Serious Game | DEC 2018 – APR 2019

Game UI/UX, Player Experience, Progression Design

Part of the short term team creating a serious VR game for Albert Heijn supermarkets with a team of varying size (2-4 members).

### • TECHNICAL AND SYSTEM DESIGNER

NHTV | Sym.BIOS: Turnbased Technical Strategy | AUG 2017 – JUL 2018

Fog of War prototype, Objective Capture, Game HUD & Customization UI/UX

8 month project in a team of 24 to create a mech themed turnbased tactical strategy game for PC and PS4. This project was a restart of the successful Ragnarok project and was made for a client based in France.

### • PROJECT LEAD AND PRODUCER

NHTV | Project Ragnarok: Turnbased Technical Strategy | MAY 2017 – JUL 2017

Backlog, Game Vision, HEAT energy mechanic, Q/A Form & automated bug tracker

2 month project producing and leading a team of 20 to create a combat proof of concept for a mech themed turnbased tactical strategy game. This was a client project for a client based in France.

### • See more on my portfolio website: [www.dennisvdharst.com](http://www.dennisvdharst.com)

## EDUCATION

### BSC IN GAME DESIGN AND PRODUCTION

NHTV BREDA | AUG 2015 – AUG 2019

Bachelors in Science Game Design and Production, mentored by industry veterans while working in a project-based learning environment. Worked on games of varying lengths and genres.

### HIGHER GENERAL SECONDARY EDUCATION (SCIENCE TRACK)

ALFRINK COLLEGE ZOETERMEER | AUG 2003 – JUL 2008

Followed an exam and homework based course at a high school in The Netherlands.