

Jesse van Rijn

Technical Game Designer

Experience working in AAA, AA and indie studios, developing features and systems for multiple titles. Based in Prague and open to relocation.

Languages: Dutch (Fluent), English (Fluent) | Jesseatvrijn@gmail.com | www.jesserijn.com

PROFESSIONAL EXPERIENCE

Junior Technical Designer - Bohemia Interactive | AAA

June 2025 – Current

- Prototyping & implementation of unannounced features in a multidisciplinary setting.

Game Design Intern - KING Art Games | Independent AA studio with 100+ employees

Jan 2024 – July 2024

- Concepting, prototyping & implementation of several features in a multidisciplinary setting.
- Co-designing player progression & economy features.
- Analyzing playtests and iterating based on feedback.
- Quality assurance, testing and reporting for optimization of experience & reduction of bugs.

Game Developer - Extra Nice | Indie studio

Jan 2019 – July 2020

- Led the design and development of several features.
- Implementation of boss-fight features using scripting within Unity.

EDUCATION

Breda University of Applied Sciences · 2020–2025

Bachelor of Science | Creative Media & Game Technologies – Design & Production

- Full development cycle of multiple projects in multidisciplinary settings with teams of up to 30 people, taking on roles such as lead game designer, game designer, system/technical designer, level designer, narrative designer & UI/UX designer.
- Fundamentals of game design, level design, and technical design.

Friesland College · 2018–2020

Application Development

- Graduated on a fast-track.
- Gained additional certificates in 'Mobile App Development' & 'Basics of Programming'.

SKILLS & TOOLS

Prototyping & Scripting: Figma, Unity (Visual Studio, C#), UE Blueprinting, Blender, Maya

Concepting & Diagramming: Draw.io, Lucidchart, Microsoft Excel, Miro

Pitching & Documentation: Microsoft Office Suite, Microsoft SharePoint

Time Management & Tracking: Jira, Trello, Toggl

Version Control & Collaboration: SourceTree (Git), GitHub, Perforce