

# DÆNA WESTDORP

## GAME DESIGNER | UX DESIGNER

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Designer with professional experience combining the research-heavy, human-centric field of UX Design with the high-level, holistic field of Game Design. I strive to create inclusive and compelling concepts for systems and player interaction by drawing inspiration from psychology and a game's narrative.

### EMPLOYMENT

- ✦ **INTERN, WORKING STUDENT, FULL-TIME GAME DESIGNER**  
King Art Games | 2020 - Present
- ✦ **FREELANCE WEB DEVELOPER**  
Otherworld Agency | 2020
- ✦ **FREELANCE UX DESIGNER**  
GORDI Buried City - Interactive  
3D album experience | 2020

### SKILLS | TOOLS

- ✦ **ENGINES**  
Unity | UE4/Blueprints
- ✦ **PROGRAMMING**  
C# | C++ | HTML5/CSS3
- ✦ **SOFTWARE**  
Adobe XD | Adobe Illustrator |  
Draw.io | Machinations | Asana |  
JIRA | MS Office
- ✦ **LANGUAGES**  
Dutch (Native)  
English (Fluent)

### EDUCATION

- ✦ **B.S. CREATIVE MEDIA AND GAME TECHNOLOGIES**  
University of the Arts Utrecht |  
2021

### ACHIEVEMENTS

- ✦ [KOO-KOO | ALT.CTRL.GDC SHOWCASE](#)  
Top-down, local MP, mixed-media game | March 2019
- ✦ [GAMEDEVELOPER ARTICLE | KOO-KOO](#)  
Article writer | March 2019

### PROJECTS

- ✦ **GAME DESIGN - UX | UNANNOUNCED | TEAM OF 10 | 2020 - ONGOING**  
Conducted target audience research and created personas. Conceptualized and prototyped several key gameplay systems. Participated in quest design and content planning. Designed mock-ups for player interfaces.  
Unannounced fantasy RPG | duration: 2+ years.
- ✦ **UX/UI - QA (INTERN) | IRON HARVEST | TEAM OF ~80 | 2020**  
Assisted in the design of the ping system and created the UI mock-ups for it. Tested skirmish and challenge maps and provided feedback.  
Released dieselpunk RTS | duration: ~2 months.
- ✦ **GAME DESIGN - UX | KOO-KOO | TEAM OF 5 | 2018 - 2019**  
Conceptualized and iterated on gameplay systems. Designed and built custom physical controllers.  
Showcased competitive mixed-media game | duration: 5 months.

### DESIGN

- ✦ Created personas based on target audience research and data analysis.
- ✦ Designed mock-ups and created assets for player interfaces based on usability.
- ✦ Conceptualized and documented game systems ranging from progression, to narrative, to combat.
- ✦ Developed and prototyped an RPG relationship system and pipeline template based on reference research and social design techniques.

### IMPLEMENTATION

- ✦ Organised playtesting sessions and documented user feedback.
- ✦ Playtested and documented bugs, design issues, and other aspects of games so appropriate changes could be made.
- ✦ Made use of paper prototyping to rapidly test, evaluate and tweak several concepts.
- ✦ Utilised Unreal Engine / Blueprint for creative design & feature prototyping.

### COMMUNICATION & COLLABORATION

- ✦ Collaborated within multi-disciplinary teams to conceptualise and implement my assigned features.
- ✦ Pitched game systems to the team and applied their feedback.
- ✦ Reviewed and tested colleagues' work, paying attention to detail, and provided feedback to achieve the project's quality targets.
- ✦ Delegated and supervised tasks for interns and juniors.

\*Reference available on request