



# Leander Burger

GAME DESIGNER & LEVEL  
DESIGNER

## Details

Breda, Netherlands  
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## Links

[www.leanderburger.com](http://www.leanderburger.com)  
[LinkedIn](#)

## Skills

Game Design  
Level Design  
Narrative Design  
Rapid Prototyping

## Software

Unreal Engine  
Blender  
Unity  
Z-brush  
Python  
Adobe Photoshop  
Source Control  
JIRA

## Languages

German  

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English  

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French  

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## Hobbies

writing stories, reading, playing  
basketball, making music,  
drawing, playing guitar, sports,  
gamejams

## Profile

Passionate Game Design Bachelor student looking for an Internship starting September 2021.

I want to create Games that tell interactive stories and motivate the player to explore sublime worlds. My goal is to create experiences that have a lasting emotional impact on Players.

## Work Experience

SEPTEMBER 2020 — JUNE 2021

### Til Nord - Game & Level Design - Team Size: 16,

I worked on researching & competitor Analysis, Open-World Level Design and writing the Narrative.

APRIL 2020 — JUNE 2020

### Levis Umbra - Game Design & 3Cs Design - Team Size: 20

I was responsible for defining the Character, Camera & Controls. Building Gym Levels and balancing the Gameplay to fit the Stealth Action Style.

FEBRUARY 2020 — JUNE 2021

### Ruth's Journey (Personal Project) - Game Designer & Directing

I am responsible for writing the story, directing the team, scripting the gameplay and testing the experience.

The game was nominated for an award at "The Rookies 2020"



FEBRUARY 2020 — APRIL 2020

### Hellfist VR - Game Design & Scripting - Team Size: 5

In this Pre-Production Project, I worked on Scripting the Prototype, creating the main Gameplay & building the Environment.

SEPTEMBER 2019 — NOVEMBER 2020

### Unreal Tournament Level - Level Design - Solo Project

I researched reference imagery, defined the Map theme, created Node-Maps, Block-out models, balanced the Gameplay flow, playtested and added Visual polish.

## Education

SEPTEMBER 2018 — JULY 2022

### Bachelor of Applied Science, Breda University of Applied Sciences, Breda International Games Architecture and Design

Breda University of Applied Sciences ranked 9th in the Rookies Awards 2020

SEPTEMBER 2008 — AUGUST 2016

### Abitur, Mörike Gymnasium, Esslingen

Higher General Education

## Employment History

OCTOBER 2016 — AUGUST 2018

### Trainee & VFX Artist at Pixomondo, Stuttgart

I was responsible for a variety of 3d models and sculpts that ended up being used in shows & movies such as "Game of Thrones – Season 7 & 8", "the Girl in the Spiders Web", "Iron Sky 2", "Star Trek Discovery".